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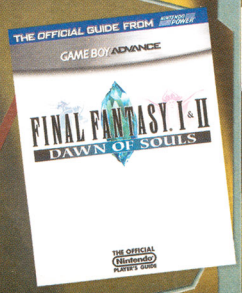

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NINTENDO POWER

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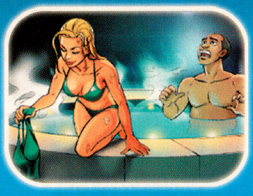

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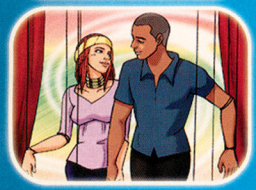

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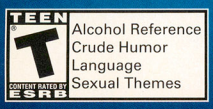

Alcohol Reference
Crude Humor
Language
Sexual Themes

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pulse

Feedback, correspondence and going back to the well

Letter of the Month

I don't know if I'm speaking for myself or for many other people out there, but it would be really cool if there was a section [in your magazine] devoted entirely to video game music of the past, present and future. Every month, the writers could discuss their favorite music from games. You could even [include] a score sheet to a song from a different game each month so all of us out there who [want to] play our favorite songs on an instrument at home finally could. Another thing that would be awesome is if someone interviewed the [game] composers. Music is a major part of the whole video game experience that doesn't get enough credit.

Kevin M.
via the Internet

Additional Suggestions

After reading stan__kyle7's letter about an old-school section (which, by the way, is a great idea), I got to thinking about other sections I'd like to see [in the magazine]. The first thing that came to mind is an [import] section. Japanese gamers get some pretty cool things that I'd love to read more about.

Fireemblem54
via the Internet

I always realized that [many] gaming names come from ancient mythology or different cultures. I always enjoyed reading ancient mythology; it might just be one of the few forms of history I actually enjoy. That being said, I would love to see a section in Nintendo Power that makes connections between ancient mythology and real games and elaborates on the history. This would allow players to have a deeper understanding of the game. Even if the connection wasn't that great, it would still be awesome to learn some good stories from the magazine. It would [also] make the magazine "educational," which never hurts.

Paul B.
via the Internet

Ch, Ch, Ch Changes

Lately I have been seeing a [lot of] change[s] in Nintendo Power. You changed the NP 411 section, Nintendo Online, and now Pulse, and all of those sections look better than before. You also added more previews, which I applaud. Can we expect more changes from the magazine in the near future?

Edgar C.
via the Internet

We're glad you like the recent modifications, Edgar. The team is always looking for ways to improve the magazine, and much of that is influenced by reader feedback. Fill out the Player's Poll card every month to let us know what you think (and possibly win a fabulous prize), and continue sending your ideas to Pulse (check 411 for contact info).

Missing Craft

When the heck is StarCraft: Ghost coming out? First the release date was November 2003, then February 2004, then summer 2004. Will the game ever come out?

palimidaco
via the Internet

According to publisher Blizzard Entertainment, StarCraft: Ghost is now scheduled for release some time in 2005. The game's original developer, Nihilistic Software, ceased work on the project this past summer, hence the lengthy delay. Swingin' Ape Studios, the team behind the underrated Metal Arms: Glitch in the System, is now collaborating with Blizzard on the title.

Heartbreaker

I'm writing this out of love because a girl stole my boyfriend. She has chestnut hair and alien technology, not to mention a big cannon. That's right, it's Samus Aran. My boyfriend recently bought Metroid Prime 2 Echoes and has played it without talking to me [for days]. I just want to say that *Samus stole my boyfriend*, and I strongly urge all girls to not let your boyfriends get this game, because you might not see them for a long time.

Sarah T.
via the Internet

We're sorry to hear that, Sarah. If you're a Metroid fan yourself, you could always challenge him to a multiplayer match. Or you could train to be an interstellar bounty hunter, travel to a distant planet and bring back an alien parasite that will attach itself to his head and drain his life energy. That ought to get his attention.

Resident Evil 4 Eyes

I'm what you might call a fanatic when it comes to Resident Evil. I've played every game at least half a dozen times, and have really fallen in love with the story and characters. So you can imagine how closely I have been following the news on Resident Evil 4. I can't begin to describe to you how excited and anxious I am for this release. The atmosphere and the graphics on this game look stunning, and every time I see a new video or screenshot, I turn giddy as a school girl. However, one thing has been weighing on my mind more and more as we reach the glorious release date: the notion that we may be abandoning the old Resident Evil world. While I think it's wonderful that we'll finally see the return of hero Leon S. Kennedy in this installment, I have been consistently hearing, even from the game's creators, that this game will be a complete departure from the traditional story. This upsets me to no end. I'm hoping that as we near the game's release date, more information will be released giving me the words I want to hear: T-Virus, G-Virus, Wesker or any return to the original plotline. Regardless of the outcome, though, I still plan on messing up those villagers.

William T.
via the Internet

We understand your concerns, William, but we've got a revelation on page 18 that we think might make you giddy again.

Turtle Power

I used to listen to all of your reviews in the Now Playing section. I always used to buy my games based on your reviews. Until I saw the review you gave Teenage Mutant Ninja Turtles 2. Now, I let your review of the first one slide, because I agreed with you somewhat. But I think you went too far with TMNT 2. I, along with many others, found this game quite great. The graphics were great, the levels are stunning, and the longer storyline made the gameplay more fun. Also, I personally found no problem whatsoever with the controls. Granted, you do get off to a rocky start, but the game gets 100 times better. And with lots to unlock, like the original arcade game, I would give this game a solid 3.5 out of 5. For all those who said the controls were bad and unresponsive, well, maybe it's not the game that sucks.

TMNT4vr
via the Internet

P.S. Tell Alan that he can take his review and SHOVE IT!

Alan responds: "I'm not a big fan of the TMNT series (they totally lost me once Vanilla Ice appeared in the second movie), so that might explain why you, TMNT4vr, like it more than I do. But when I'm playing a next-generation GCN title and all I can think about is how I would rather be playing the old NES TMNT game instead, there's something seriously wrong."

A Man Called Cid

In volume 186's article about Final Fantasy I & II: Dawn of Souls, I noticed that in one of the screenshots, the character's name was Cid. He resembled, not only in name, but also in appearance, the Judgemaster Cid from Final Fantasy Tactics Advance. Is this just a coincidence or are the two characters somehow connected?

Alex N.
via the Internet

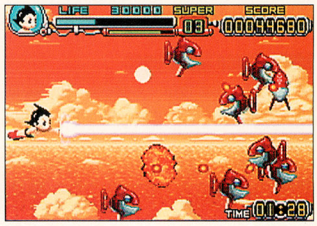
None of the games in the Final Fantasy series (save FFX and FFX-2) have any connection to each other in terms of story. Since Final Fantasy II, however, most of them have had three things in common: Chocobos, airships and a character named Cid (who often pilots an airship, as he does in FF II).

Heroes Wanted

When I was a little kid, Gunstar Heroes for the Sega Genesis was probably my all-time favorite game. It is probably one of the most creative, difficult, innovative and fun shooters I have ever played. I was just wondering if there was any likelihood whatsoever of Sega porting this game to the Game Boy Advance or the DS. I think it would put a smile on the faces of a lot of old-school gamers.

brwoe
via the Internet

One of our writers, Steve Thomason, is a huge fan of Gunstar Heroes, as well. We asked Sega about the possibility of the game coming to GBA or DS, and unfortunately, the publisher has no such plans at the moment. We'll keep bugging them, though. In the meantime, Steve wholeheartedly recommends Astro Boy for GBA. It's by Treasure, the same developer responsible for Gunstar Heroes, and it's highly reminiscent of that 16-bit classic.



Bits of Tid

If Mario is so strong, how much can he bench-press?

greenkirby21
via the Internet

He's strong enough to bench-press all the unsold copies of Catwoman, which is saying something.

Volume 187 came with a spiffy Pokémon poster. Unfortunately, the magazine was constructed in such a way that one of the folds was glued to the binding. As a result, I either had to destroy my magazine or the poster. Needless to say, this is frustrating. Maybe NP ought to have a talk with whoever glues the magazine together.

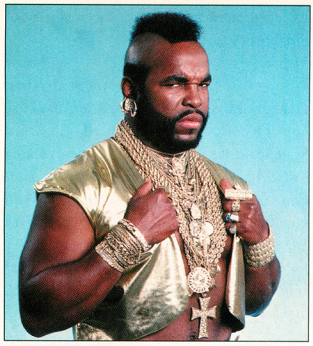
Desiree
via the Internet

If by "have a talk" you mean "break some kneecaps," consider it done.

In the 200th issue, you guys should reveal a picture of the real Alan! I think everyone would like to see a picture of him.

Chris J.
via the Internet

You don't have to wait until Volume 200, Chris! Turn the page right now for a picture of the real Mr. Averill.



Senior Writer Alan "Bad Attitude" Averill

Multiplayer Mysteries

In the Metroid Prime 2 preview in issue 186, one of the screenshots for the multiplayer mode showed hacker mode. On the top player's screen, it said "Virus received! Missiles disabled!" I recently bought the game, and all hacker mode does in my game is fuzz up the screen and do continual damage before it wears off. Was that a last-minute change or something? Also, how do you unlock the two secret multiplayer arenas?

Eric P.
via the Internet

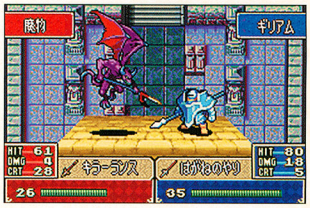
Developer Retro Studios did indeed modify the hacker mode at the last minute, making it a bit more effective, in our opinion. As for the unlockable multiplayer arenas, you have to restore energy to the Torvus and Sanctuary Temples, then talk to U-Mos.

Death or a Portable?

I have a concern. The DS is a great system, but I and perhaps other gamers are afraid that the DS will take over the GBA, and that [publishers] will stop making GBA games. Please tell me this is not [so].

Eric
via the Internet

Don't worry, Eric; despite all the excitement surrounding the DS launch, there are quite a few promising GBA titles on the horizon. *Turn to page 41 to assuage your fears.*



Discussion from the NSider Forums – forums.nintendo.com

DS Wish List

Can anyone think of any good adaptations of console or PC games that would be suitable for the DS?

TheRealQuiva

I think that Rainbow Six would make a great DS game. All those strategic decisions you make and all those menus that you navigate would be so easy on the touch screen! Come to think of it, pretty much any squad-based shooter could be very good on the DS.

In Jet Grind Radio [for DS], you'd be able to physically draw the graffiti using the stylus, and possibly share it with others.

RedSwirl

Katamari Damacy + touch control = heaven! Namco, I'd dive head first into a pool of creamed corn for you to make Katamari Damacy DS.

Nubbyn

Viewtiful Joe 2 Review

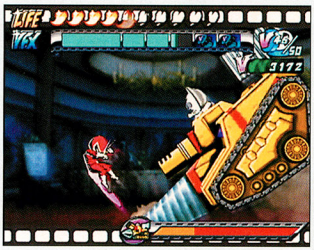
As anyone who finished the game knows, the end of Viewtiful Joe can produce tears of joy. It's an extremely hard game to conquer. Defeating the final boss signals the end of a journey full of delight, anguish and more profanity than I'd care to mention.

Apart from an overwhelming sense of style, it's this dichotomy of satisfying gameplay and maddening difficulty that distinguishes Viewtiful Joe from most games today. And as everyone might guess, Viewtiful Joe 2 [upholds] that tradition.

For those of you who haven't had the pleasure of donning Joe's crimson tights, what made [the first game] so remarkable was the execution and convergence of classic elements with daring art style. It's the same with Viewtiful Joe 2. Using your VFX powers, you'll become a whirlwind of pain, delivering hyper-stylized attacks with gusto.

Like its predecessor, Viewtiful Joe 2 slaps conformity in the face and unleashes a storm of unrelenting action drenched in the same brand of funky chic. It's fun. It's fast. It's pretty. And yes, it's extremely hard. Fans of the original will find exactly what they're looking for.

Sleepyhead4



Namco RPGs

Namco just revealed that they are working on Baten Kaitos and Xenosaga for the DS [in Japan]. This is incredible news, and I'm a big fan of both. I really hope Baten Kaitos evolves into a very promising RPG franchise for Nintendo [systems]. What do you think?

FierceDeitySword

I, personally, think this is the best news I have heard in a long time. I just hope that Baten Kaitos will be different from the GCN version.

Kraig

Very cool. I'm pleasantly surprised that Namco is bringing the Xenosaga franchise over to the DS.

Metroid__Pryme

Xenosaga is such a story-driven game, it will be interesting to see how it is presented on the DS. I spent half of [the original game] not even touching my controller, just watching cut scenes. It was an amazing game, though. I wonder if they will try to have cut scenes on the DS version like Square Enix is putting into Kingdom Hearts: Chain of Memories [for GBA].

ThatOneGuy

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NINTENDO DS™

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NINTENDO ONLINE

www.nintendo.com

BIG NEWS ON MINISH CAP

Games

Featured Title | GBA

Leave it to Link to cap off an awesome year for Nintendo. The Legend of Zelda: The Minish Cap takes Link to Hyrule's ground floor to meet up with the Minish. Although the little guys are vertically challenged, their dwellings house huge secrets that will aid Link in his quest. The site for The Minish Cap has its share of secrets for Zelda fans to uncover, as well. Dig deep into the miniscule world for game tips, videos, downloads and other special extras. You can even visit The Minish Cap site to send Kinstones to friends and use the Gust Jar to expose hidden items that will blow you away! There's tons to see and do if you haven't visited Zelda.com lately. The Zelda Universe has received a facelift and is now home to all the latest Legend of Zelda news, including screenshots and video for Link's newest GCN adventure. If it's about The Legend of Zelda, it's in the Zelda Universe. Finally, register your copy of The Minish Cap at Nintendo.com to receive exclusive downloads!

www.zelda.com

STUPID BLOG

News

Nintendo DS

A little bit of blogging went a long way for THESTUPIDGUY. The Sage won our Be a Blogger contest and was our guest at the Nintendo DS VIP Party in Los Angeles. Limos, celebrities (like Cuba Gooding Jr., to the right), smog intake: THESTUPIDGUY lived the high life for two days. And of course, he blogged about it. See what he has to say in the General Discussion section of the Sages Only Nsider forum.

forums.nintendo.com

GET THE PARTY STARTED

Games

Upcoming Releases | GCN

Some people party all night, some party all day. Mario does both. Check out the new Mario Party 6 site and discover what a difference a day makes. Time passes as you browse, changing the landscape from day to night and back again. The unique navigation branches to many different features and to games inspired by the MP6 minigames. You'll play until the break of dawn!

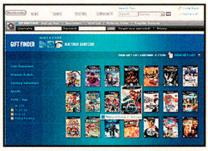
www.marioparty.com

NEW FOR 2005

News

nintendo.com

Times change, and so does Nintendo.com. If you haven't visited lately, shame on you. Take a look at all the new features you've been missing out on.



- Theater: video clips of the hottest games
- Gift Finder: the best way to find the games you need
- Events Listing: the first word on upcoming events

Also be on the lookout for Star Fox: Assault details and updates on all the hottest games for the dazzling new DS.

www.nintendo.com

FROM THE FORUMS

Forum

Nsider Forum

Wondering what kind of fun takes place on the Nsider forums? Here's a taste from the Power On forum entitled "Im at shcool right now...":

"... in computer class, MWAHAHAHAHA I am EVIL!"

— posted by META__NIGHT222

"Thanks for sharing. I don't think we care though ..."

— posted in reply by MPHUNTER, who cared enough to say he or she didn't care

"You spelled 'SCHOOL' wrong. I think you need to pay more attension in class."

— posted in reply by OKUYK, who spelled "attention" wrong while flaming META__NIGHT222 for misspelling.

forums.nintendo.com

Check out the Nsider forums today and join in the fun! You can even become an honorary member of the online grammar police!

Nintendo

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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

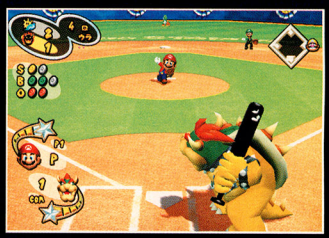
Backstabbing in Mortal Kombat: Deception? Unheard of! Yes, the upcoming GCN version of the brawler will fully live up to MK's standards of indecency—and go beyond. Get the scoop on page 20.

MIYAMOTO THROWS CURVES

With a full world of GCN, DS and GBA games making noise for the holidays, you'd never expect Nintendo to drop bombshells about previously unannounced GCN games, but that's exactly what happened in late November. Nintendo gaming deity Shigeru Miyamoto revealed a few GCN titles under development—two of which put Mario and Kirby in the spotlight.

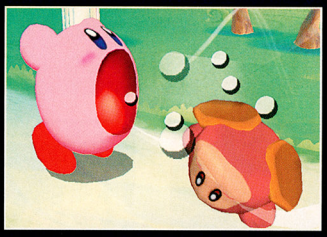
MAJOR LEAGUER

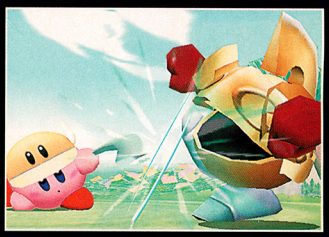
Miyamoto announced that a Mario baseball game, the first for Mario & Co., is being developed by Namco, whose handling of Donkey Kong and Star Fox (in Donkey Konga and Star Fox: Assault) must have shown that it can wear Mario's hat just as well. No release date has been set, but the great screens indicate that development looks like it's well into the middle innings.



KIRBY OUTING

Miyamoto delivered happy news for Kirby fans: Kirby's first action-adventure for the GCN is deep into development. Details are scarce, but expect tons of play modes, including a multiplayer session for up to four gamers. It's being created by longtime Kirby caretaker Hal Laboratories, which means it'll bear more surprises than a smashed piñata.





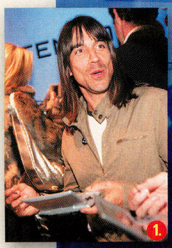
MAN ALIVE! WHAT'S UP IN 2005?

The first weeks of each new year are usually pretty quiet. But not in 2005, since a huge number of titles are slated for the early months of the year. Check 'em out in our 9 Trends Set to Drive '05 feature, starting on page 34. We'll tease you with a tenth trend here: DK Bongo games will become a worldwide force of nature in the new year. Around the time that drum-driven platformer Donkey Kong Jungle Beat hits the street on March 14, the musical-rhythm game Donkey Konga 2 will beat the drums in the second quarter (screenshot shown at right). It'll focus on songs from the last few years—no classical, no Motown. Donkey Konga 3? It's already planned for Japanese release.

WATCHING THE WORLD WATCH GAMES

As we leave 2004 behind, we fondly recall some of Nintendo's biggest events and bashes of the year, like at E³ 2004, where Nintendo of America exec veep Reggie Fils-Aime ran Nintendo's preshow media briefing more like a rock concert than a buttoned-down affair, and the E³ party that raged in a club overlooking the Hollywood strip—just a chicken cutlet's throw from the Kodak Theatre. (Not that we tried.) And Nintendo returned to Hollywood in mid-November for its biggest blowout of the year—the Nintendo DS launch party—where scads of celebrities got up close and personal with the dual-screened breakthrough. A month earlier and more than 1,500 miles to the south, Nintendo had a massive showing at the Electronic Game Show held in Mexico City, which drew hordes of gamers looking for the likes of Metroid Prime 2—not to mention some seriously *caliente* floor girls.

HOLLYWOOD DS LAUNCH PARTY



1. Red Hot Chili Peppers frontman Anthony Kiedis grabbed his stylus for some one-on-one time with the touch-sensitive system.

2. *Scrubs* celebs Zach Braff and Donald Faison (from left) traded multiplayer zingers with the DS. Looks like their trash-talkin' TV shtick comes in handy at gaming time.

3. The Killers slayed the place when they took the stage with "Somebody Told Me," their global number-one single.

4. *Desperate Housewives* star Jesse Metcalfe (middle) and friends enjoyed a little Samus-vs.-Samus action with a multiplayer session of Metroid Prime 2 Echoes.

ELECTRONIC GAME SHOW

1. Nintendo dominated EGS, held in the World Trade Center in Mexico City, with the kind of draw no one can turn down: a huge slide that was run . . .

2. . . . by a posse of young women who ensure that every attendee got the most out of the Nintendo booth.

3. Once again, Resident Evil 4's appeal transcended international boundaries. Screams of horror (and joy) sound the same in every language, and they filled the air near the RE4 demo station.

EGS photos and details courtesy of NP's Latin America sister publication, *Club Nintendo.*

RESIDENT EVIL 4—BLAST FROM THE PAST

At Resident Evil 4's debut at E³ 2004, Capcom producer Hiroyuki Kobayashi stared us straight in the face during our world-exclusive interview and swore that the Umbrella Corporation, the creator of the zombie-making T-Virus, had been put out of business by the U.S. government before the time of RE4. No zombies, no Umbrella, said Kobayashi. But now—as Capcom reveals that the sultry Ada Wong plays a huge part in the January survival-horror title—we remember a sly smile that kept crossing his face during the interview. Longtime Resident Evil fans will recall that returning RE4 hero Leon S. Kennedy met Ada Wong during his rookie-cop days in RE2. Though Ada had been working for the Umbrella Corporation as a spy, she ultimately aided Leon at RE2's climax before vanishing. Did Kobayashi fudge the truth, or is Ada working solo in RE4? Though new screenshots are pretty revealing, we won't bio-hazard a guess.

EA CHOOSES RAMIREZ AS 2005 MVP

How could Electronic Arts *not* select Boston Red Sox player Manny Ramirez to be its cover athlete for MVP Baseball 2005? The hitter helped his team break the Curse of the Bambino and was named MVP of the 2004 World Series (batting .412 with a home run and seven RBIs). Baseball fans who want to test Ramirez's mettle—and perhaps shrug off any curses of their own—can do so when MVP Baseball 2005 swings for the bleachers this spring.

NEWCOMER ORBITAL MEDIA SHIFTS INTO HIGH GEAR

Racing Gears Advance has been on our radar for months, ever since an early look at the top-down GBA racer showed that Canadian publisher Orbital Media had something special on its hands. We've now played the game—set for January 27 release—and can easily call it one of the best racing experiences on the GBA. Based on our play time with the racer, we're now eagerly anticipating Orbital's three more early-'05 GBA titles and its four DS titles in development. The publisher, devoted to handheld gaming, really seems to have some tricks up its sleeve.

Orbital has packed 25 gorgeous top-down tracks into Racing Gears Advance, each one impacted by multiple weather conditions—it's simply amazing.

After you pick one of 12 licensed vehicles, such as a Hummer, you can customize it with your winnings, and add offensive and defensive weapons.

PIRATE BATTLE

Though we haven't played the sea-dog title, screens show that Orbital has lavished detail on the game, due in April. Pirate Battle will be set in an realm of high-seas adventure, where a power-hungry captain (manipulated by an evil pirate king who doesn't like being dead) seeks potent artifacts. You'll play a pirate who must battle through more than 50 main missions that span oceans and islands—and 25-plus secondary missions, such as sea-monster slaying and treasure-diving.

SCURGE: HIVE

A 3-D platformer set for release in March or April, Scurge: Hive will put you in control of a bounty hunter who crash-lands on a planet being consumed by a virus known as the Scurge. Since she becomes infected by the contagion, which constantly erodes her health, you must battle hard through a research facility—with over 75 kinds of foes—to reach the decontamination chambers that recharge her health. Constant countdown pressure while purging viruses? Bring it on!

JUKA AND THE MONOPHONIC MENACE

Orbital's eye for GBA detail looks to fantasia for its Juka epic, due also in March or April. Based in a world where people tap into the "magic" of sound technology left behind by the ancients, Juka is the story of a young alchemist on a quest to release the world from the Monophonic Spell. Orbital plans a vast reality made from over 200 levels filled with real-time battles and environmental puzzles—sounds quite promising.

QUICK HITS OF BIG NEWS

RAYMAN TO STRONG-ARM DS IN EARLY '05

Ubisoft's limbless hero, Rayman, always commands attention in his adventures—that's why we've been jonesing to get our hands on Rayman DS. Originally planned as a DS launch-window title, the Rayman game will now come out in "very early 2005," according to the publisher. With details about the platformer still very much under wraps, we're even more excited to get in touch with Rayman on the new handheld.

ZOO KEEPER PLAYS OUT ON DUAL SCREEN

If you get warm fuzzies for cube-shaped animals, you'll like the style of Zoo Keeper, which publisher Ignition is transforming from online Flash game to Nintendo DS charmer come late December '04. Working within a grid full of animals, you'll tap two critters on the touch screen to change their positions; if three of the same animals wind up in a row, you'll clear them from the screen—not unlike the superpopular Flash game Bejeweled. You'll also be able to invite another DS owner for two-player animal-catchin' sessions via DS Download Play.

DRAGON BALL FROM A TO Z

Following closely on the heels of Atari's Dragon Ball Z: Budokai 2, set to hit the GCN in late December, a new slate of Dragon Ball games will hit Nintendo systems. Dragon Ball Z: Sagas, the first DBZ action-adventure, will be a cross-console launch come spring '05. And Atari will follow up its three-part GBA DBZ RPG with a two-part RPG series based on the *Dragon Ball GT* storyline. The first part—Dragon Ball GT: Transformation—will hit in the summer, with part two to launch later in the year.

ULTIMATE NEWS FOR HANDHELD GAMING

Telegames has pinned down more-specific release dates for two of the three DS games coming to its Ultimate series: In May, Ultimate Card Games will play its hand first, followed by Ultimate Brain Games in June. While the date for the third, Ultimate Pocket Games, hasn't been set, Telegames has announced that a GBA version of the game will hit stores in Q2 '05.

DISNEY MAGIC GRACES GAME BOY VIDEO

Expanding its range of Game Boy Video titles, Majesco has reached an agreement with Buena Vista Home Entertainment to bring some of its TV series to the GBA: *Kim Possible, Lilo & Stitch, The Proud Family, Super Robot Monkey Team: Hyperforce Go!* and *Brandy & Mr. Whiskers*. Disney Channel Collection Vol. 1 will come out before the end of 2004 and will stuff Ms. Possible, along with Lilo and her cute-but-fiendish friend, into the first pak for the series.

KONAMI ANNOUNCES TWO FOR THE GBA

***Shaman King* has gained a legion of fans during its current Saturday morning run on Fox Box, and they'll be excited to hear about the first of Konami's GBA titles due in February: Shaman King: Legacy of Spirits—Soaring Hawk. Details are few on the shamanistic pak at this point, so stay tuned for more in next month's Game Watch. Konami will also release Rave Master: Special Attack Force, a GBA fighting game around the same time—sure to be a hit with readers of the Tokyopop comic series.**

NP DEMANDS TRUTH ABOUT MORTAL KOMBAT: DECEPTION

As co-creator of the now-legendary Mortal Kombat series, Ed Boon was one of the first mere mortals to go superbrutal with fighting games. Boon still leads Midway's MK team, which is currently hard at work putting two exclusive characters into the GCN version of Mortal Kombat: Deception, due in Q1 '05. And not just also-rans, since Midway has brought two of the MK series's most mythically massive characters into the GCN game: Shao Kahn (see below) and Goro (on our cover). We probed Boon's mind for full details about the title.

Nintendo Power: What sets Mortal Kombat: Deception apart from the other games in the series?

Ed Boon: There are a number of new features that set Deception apart from the previous MK games. First, there are several new modes of play which have never existed before. There is a much more extensive single-player mode called Konquest Adventures. In this mode players take on the role of a young (13-year-old) boy. As him, you'll travel through six realms encountering challenges and learning all of the game's fighting styles. During the course of this, your character will actually age and when the game is finished he will be around 60 years old. Konquest is easily the most extensive single-player experience in any fighting game. Another mode is Chess Kombat, where you actually play a game of (sort of) chess using MK characters. The difference here is that when you try to take one of your opponent's pieces, you play a round of MK to determine who actually gets the square. Then we have Puzzle Kombat which can be thought of as MK meets Tetris meets Dr. Mario. Finally, believe it or not, the biggest addition to Deception that sets it apart from the previous MK games is the backgrounds and their role in the fighting game. Previously the backgrounds did not play as major a part in the outcome of a fight as the characters that were selected. Now, with breakable expanding arenas and our new "death traps" the backgrounds are just as influential to the outcome of the fight. This makes for much more varied and unpredictable fights.

NP: What led to the inclusion of Goro and Shao Kahn as exclusive characters?

EB: Since the Nintendo GameCube version is coming out after the other versions, we wanted to add something exclusive and special to set it apart. People have always wanted to control the boss characters in MK, and now we are giving them the chance to control two of the biggest, baddest bosses from any MK game!

NP: What do Goro and Shao Kahn bring to the Mortal Kombat universe?

EB: They are going to bring big, massive power moves. With their size, players are going to expect them to be power characters, and that's exactly what they will be. They will also have some brutal fatality moves.

NP: Goro was a boss in the original game. How do you ensure that all of the characters, including former bosses, are equally balanced?

EB: There are a number of properties that we have control over with every character. Attack speed, damage, movement abilities, special moves. We can adjust these numbers until they are the most fun to play and equally balanced.

NP: What is the key to the Mortal Kombat franchise's long-standing presence?

EB: Most fighting games take very small incremental steps. They usually add a couple of characters, tweak a few numbers and change some costumes around. We have made some very bold changes over the years because we want to keep introducing new things to players. When you are making version four, five or six of a game, you need to add something dramatically new to the mix or people will eventually grow tired of playing the same game they've been playing for years. This is why MK is still successful after 12 years.

NP: What's your favorite fatality move in Mortal Kombat: Deception?

EB: Probably Subzero's move where he throws his opponent's head at his own frozen body and it shatters into a million pieces. It was one of the first ones we did and it has always been my favorite.

NP: The subtitle Deception refers to events in the game's storyline. Are there ways to deceive other fighters while playing the game?

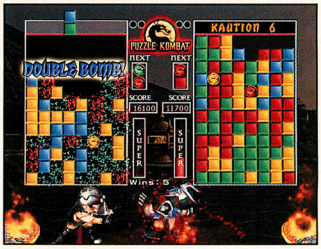
EB: Not really. I like the name Deception because (as you said) it refers to events in the game's story. But it also refers to the fact that we've added so many new features that were unexpected from players. I like to keep people guessing as to what is next for MK.

NP: Every character has two fatality moves and a Hari Kari move. What led to the development of the Hari Kari option?

Kombat Mode

Konquest Mode

Chess Kombat Mode



Puzzle Kombat Mode

EB: This was something that I really wanted to do in MK: Deadly Alliance, but we ran out of time. So before we even started Deception, it was something we knew was going to go into the game. It's kind of like the mercy move that was introduced in MK3; we really wanted to have something else that could happen after players saw the words "FINISH HIM!"

GAME WATCH FORECAST

NINTENDO GAMECUBE

ADVANCE WARS: UNDER FIRE
BATMAN BEGINS
CHICKEN LITTLE
THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE
CONAN: THE DARK AXE
DEAD PHOENIX
DEXTER'S LABORATORY
DIGIMON WORLD 4
DISNEY'S WINNIE THE POOH RUMBLY TUMBLY ADVENTURE
DONKEY KONG JUNGLE BEAT
DONKEY KONGA 2
DRAGON BALL Z: SAGAS
FIFA STREET
FIGHT NIGHT: ROUND 2
FIRE EMBLEM
FROGGER
FUNKYDILLA
GEIST
JUSTICE LEAGUE
KILLER 7
THE LEGEND OF ZELDA*
MEDAL OF HONOR: DOGS OF WAR
MINI-GOLF MAYHEM
MOBILE SUIT GUNDAM
MORTAL KOMBAT: DECEPTION
THE MOVIES
MVP BASEBALL 2005
NBA STREET V3
NFL STREET 2
ODAMA
ONE PIECE: TREASURE BATTLE
PILLAGE
PINBALL HALL OF FAME
RESIDENT EVIL 4
ROBOTS
ROCKET POWER: ZERO GRAVITY ZONE
ROOM ZOOM
SPIDER-MAN 3
STAR FOX: ASSAULT
STARCRAFT: GHOST
STRIKE FORCE BOWLING
TEN PIN ALLEY 2
TIMESPLITTERS: FUTURE PERFECT
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM CLANCY'S GHOST RECON 2
TOM CLANCY'S SPLINTER CELL: CHAOS THEORY
UNITY
X-MEN LEGENDS 2*
WORLD CHAMPIONSHIP POKER
WORLD CHAMPIONSHIP POOL 2004
WORMS FORTS: UNDER SIEGE!

GAME BOY ADVANCE

ACE COMBAT ADVANCE
AERIAL ACES
BANJO PILOT
BATMAN BEGINS
BEJEWELED
BEYBLADE G-REVOLUTION
CHICKEN LITTLE
CT SPECIAL FORCES 3: BIOTERROR
CUSTOM ROBO GX
DISNEY'S WINNIE THE POOH RUMBLY TUMBLY ADVENTURE
DK: KING OF SWING
DORA THE EXPLORER: SUPER STAR ADVENTURES
DR. SEUSS: THE SEUSSATIONAL JOURNEY
DRAGON BALL Z: TRANSFORMATION
FAMISTA ADVANCE
FIRE EMBLEM 2
HAMTARO: RAINBOW RESCUE
HARDCORE POOL
I-NINJA
ICE NINE
JUKA AND THE MONOPHONIC MENACE
KLONOA 2: DREAM CHAMP TOURNAMENT
LADY SIA II
THE LEGEND OF ZELDA: THE MINISH CAP
LEGO STAR WARS
MARIO PARTY ADVANCE
MEGA MAN ANNIVERSARY COLLECTION
MICKEY'S MAGICAL QUEST 3
MONSTER TRUCKS
MR. DRILLER 2
ONE PIECE: GRAND BATTLE
PAC PINBALL
PAYBACK
PIRATE BATTLE
POKéMON EMERALD
RACING GEARS ADVANCE
RADIUM
RAVE MASTER: SPECIAL ATTACK FORCE
RIVER KING
ROBOTS
SANTA CLAUS SAVES THE EARTH
SCURGE: HIVE
SHAMAN KING: LEGACY OF SPIRITS—SOARING HAWK
SIGMA STAR SAGA
SPEED BALL 2: BRUTAL DELUXE
STAR WARS EPISODE III: REVENGE OF THE SITH
SUPER ARMY WAR
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS
TINY TOON ADVENTURES: SCARY DREAMS
TOKYO XTREME RACER ADVANCE
ULTMATE POCKET GAMES
ULTIMATE TABLE GAMES
WARIOWARE: TWISTED!
WORLD REBORN
X-BLADEZ: INLINE SKATER
XYANIDE

NINTENDO DS

ADVANCE WARS DS*
AIR ASSAULT 2
ANIMAL CROSSING DS*
ANOTHER*
ATARI CLASSICS DS
BOKTAI*
BOMBERMAN
BRAIN TWISTING GAME VOL. 1*
CADACEUS
CASTLEVANIA*
CHORO-Q DS
DRAGON BALL Z
DRAGON BOOSTER*
DRAGON QUEST MONSTERS*
DYNASTY WARRIORS*
EGG MONSTER HEROES
FINAL FANTASY III
FINAL FANTASY: CRYSTAL CHRONICLES*
FROGGER 2005*
FUSHIGI NO DUNGEON
THE GAME OF LIFE DS
GOLDENEYE
GYAKUTEN SAIBAN (OBJECTION COURT)*
HARVEST MOON FOR DS*
HISTORICAL SIMULATION GAME*
THE INCREDIBLES
INTERN TENDO DOKUTA
JAM WITH THE BAND*
LEGEND OF THE RIVER KING*
THE LEGEND OF ZELDA: FOUR SWORDS*
MAH-JONG*
MARIO KART DS*
MEGA MAN BATTLE NETWORK
METEOS
METROID PRIME HUNTERS
MINNA NO MAHJONG*
MOBILE SUIT GUNDAM SEED
MONSTER RANCHER
MOONLIGHT FABLES*
NANOSTRAY
NEED FOR SPEED UNDERGROUND
NEW SUPER MARIO BROS.*
NINTENDOGS*
ONE-LINE PUZZLE*
ONE PIECE
ORGANIZER PLUS
PAC 'N ROLL*
PAC-PIX*
PICTOCHAT
POKéMON DASH
RACE GAME*
RAYMAN DS*
ROBOTS
SECRET OF MANA*
SHIN MEGAMI TENSEI DS
SLIME MORIMORI DRAGON QUEST*
SNOWBOARD KIDS DS
SONIC DS*
SPONGEBOB SQUAREPANTS
STAR WARS EPISODE III: REVENGE OF THE SITH
SURVIVAL KIDS*
TAK*
ULTIMATE BRAIN GAMES
ULTIMATE CARD GAMES
ULTIMATE POCKET GAMES
URUSEIYATSURA
VANDAL HEARTS*
VIEWTIFUL JOE
WARIOWARE: TOUCHED!
WINX*
WORLD SOCCER WINNING ELEVEN*
YOSHI TOUCH & GO
YU-GI-OH!: NIGHTMARE TROUBADOUR
ZOO KEEPER
ZOO TYCOON

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST
* WORKING TITLE

Nintendo DS

We're still feelin' the magic. Sega's bizarre love story remains our top choice among the DS launch titles. The glorious return of Wario is imminent, however, so XY/XX's reign at the top may be short-lived.

	PLAYER'S CHOICE* NINTENDO DS	PRIOR POSITION	MONTHS ON CHART
1	FEEL THE MAGIC: XY/XX	1	2
2	SUPER MARIO 64 DS	2	2
3	SPRUNG	4	2
4	TIGER WOODS PGA TOUR 2005	•	1
5	THE URBZ: SIMS IN THE CITY	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Nintendo GameCube

For the first time in recent memory, the choice for our favorite GCN game was unanimous this month. If you're of age, you must experience Resident Evil 4 for yourselves come January 11. It's absolutely amazing.

	TOP-SELLING GAMES* NINTENDO GAMECUBE	PRIOR POSITION	MONTHS ON CHART
1	PAPER MARIO: THE THOUSAND-YEAR DOOR	•	1
2	DONKEY KONGA	3	2
3	TONY HAWK'S UNDERGROUND 2: WORLD DESTRUCTION TOUR	•	1
4	X-MEN LEGENDS	8	2
5	THE LEGEND OF ZELDA: THE WIND WAKER	•	11
6	NBA LIVE 2005	•	1
7	DISNEY'S FINDING NEMO	•	9
8	PIKMIN 2	1	2
9	SUPER SMASH BROS. MELEE	4	34
10	SHARK TALE	•	1

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

	PLAYER'S CHOICE* NINTENDO GAMECUBE	PRIOR POSITION	MONTHS ON CHART
1	RESIDENT EVIL 4	•	1
2	METROID PRIME 2 ECHOES	1	3
3	PRINCE OF PERSIA: WARRIOR WITHIN	•	1
4	VIEWTIFUL JOE 2	2	3
5	PAPER MARIO: THE THOUSAND-YEAR DOOR	5	4
6	BATEN KAITOS: ETERNAL WINGS AND THE LOST OCEAN	3	4
7	NFL STREET 2	•	1
8	GOLDENEYE: ROGUE AGENT	4	2
9	PIKMIN 2	7	7
10	MIDWAY ARCADE TREASURES 2	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE
NINTENDO DS

	MOST WANTED	PLATFORM	PRIOR POSITION	MO. ON CHART
1	THE LEGEND OF ZELDA	GCN	2	4
2	KILLER 7	GCN	•	13
3	WARIOWARE: TOUCHED!	NDS	5	2
4	DONKEY KONG JUNGLE BEAT	GCN	•	1
5	RAYMAN DS	NDS	•	1

Game Boy

The NP Krew has been having a blast with Metal Slug Advance this month. The game may not be getting a lot of hype, but it's old-school fun of the highest magnitude. Pokémon continues to dominate the sales chart, meanwhile.

	TOP-SELLING GAMES* GAME BOY	PRIOR POSITION	MONTHS ON CHART
1	POKéMON FIRERED	1	2
2	POKéMON LEAFGREEN	2	2
3	SHARK TALE	•	1
4	MARIO PINBALL LAND	•	1
5	KIRBY AND THE AMAZING MIRROR	•	1
6	DRAGON BALL Z: BUU'S FURY	3	2
7	NAMCO MUSEUM	•	11
8	BEYBLADE ULTIMATE BLADER JAM	•	1
9	DUEL MASTERS: SEMPEI LEGENDS	•	1
10	SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3	6	13

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

	PLAYER'S CHOICE* GAME BOY	PRIOR POSITION	MONTHS ON CHART
1	THE LEGEND OF ZELDA: MINISH CAP	1	2
2	METAL SLUG ADVANCE	•	1
3	FINAL FANTASY I & II: DAWN OF SOULS	2	3
4	KINGDOM HEARTS: CHAIN OF MEMORIES	3	3
5	RACING GEARS ADVANCE	•	1
6	ASTRO BOY: OMEGA FACTOR	6	5
7	GRAND THEFT AUTO ADVANCE	4	3
8	MEGA MAN ZERO 3	8	3
9	SHINING FORCE: RESURRECTION OF THE DARK DRAGON	•	7
10	KLONOA 2: DREAM CHAMP TOURNAMENT	7	2

*Player's Choice and Most Wanted information courtesy of the NP Krew.

OK TO PLAY?

CHECK THE RATINGS ON EVERY VIDEO GAME BOX

EARLY CHILDHOOD EVERYONE TEEN MATURE 17+ ADULTS ONLY 18+

ON FRONT

VIDEO GAME

ON BACK

EVERYONE
Comic Mischief
Mild Lyrics
ESRB CONTENT RATING www.esrb.org

ESRB
Entertainment Software Rating Board
WWW.ESRB.ORG

SCREEN TEST

Sometimes our lines are so good, the world actually stops turning. If you think you can hang with the big boys of belly laughs, send your best Screen Test lines to poweron@nintendopower.com.

My huge head and giant arm will make short work of you!

YOUR SCREEN TEST CAPTIONS

We said: We told you not to take his picnic basket.

In the wake of the Atkins craze, Cookie Monster finds a new snack food. *—Jack D.*

Step AWAY from the crazy dancing bear! *—Daniel S.*

Do the Mario! Swing your arms from side to side . . . aaaaa! Bees! Bees! *—Kilik5*

Wait, wait, wait! This isn't in the script! Get my lawyer on the phone! *—Kurahk*

Winnie the Pooh gone wrong. *—Horacio R.*

Only you can prevent forest fires. *—Brandon J.*

Please, stop singing! You're making the bees angry! *—Garenzo O.*

You throw me the picnic basket and I throw you the boy. *—David T.*

Tak stood by in frightful wonder as he watched his favorite *Sesame Street* character get infected by the T-Virus. *—Mongooseman*

I think we made a mistake leaving the Shire, Pippen . . . Pippen? *—Ben Y.*

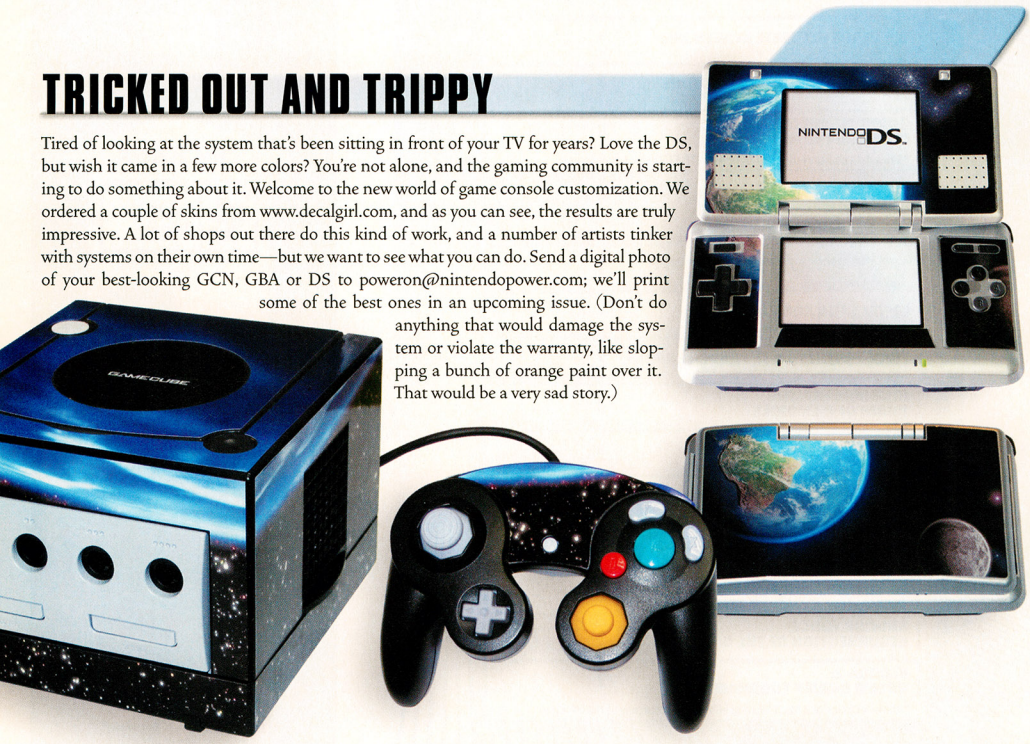
You ate my Pop Tart! *—tek14*

Take my wallet! Wait, I don't have a wallet. Crud. *—BalrogBoy18*

Well, this all seemed like a good idea at the time. *—AngerMan1441*

TRICKED OUT AND TRIPPY

Tired of looking at the system that's been sitting in front of your TV for years? Love the DS, but wish it came in a few more colors? You're not alone, and the gaming community is starting to do something about it. Welcome to the new world of game console customization. We ordered a couple of skins from www.decalgirl.com, and as you can see, the results are truly impressive. A lot of shops out there do this kind of work, and a number of artists tinker with systems on their own time—but we want to see what you can do. Send a digital photo of your best-looking GCN, GBA or DS to poweron@nintendopower.com; we'll print some of the best ones in an upcoming issue. (Don't do anything that would damage the system or violate the warranty, like slopping a bunch of orange paint over it. That would be a very sad story.)



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EVERYONE
E
CONTENT RATED BY ESRB
Mild Cartoon Violence

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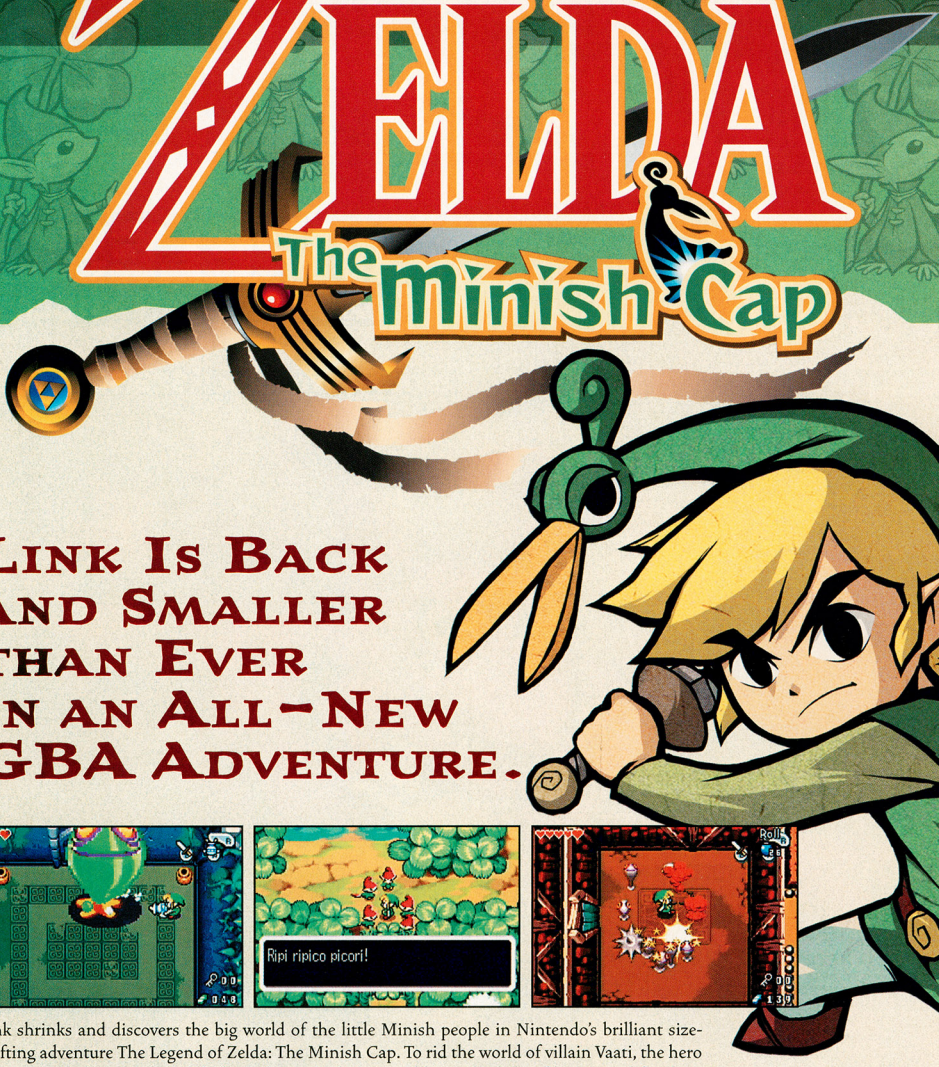
TOEI ANIMATION

BANDAI®

THE LEGEND OF ZELDA®
The Minish Cap



Link Is Back and Smaller than Ever in an All-New GBA Adventure.

Link shrinks and discovers the big world of the little Minish people in Nintendo's brilliant size-shifting adventure The Legend of Zelda: The Minish Cap. To rid the world of villain Vaati, the hero must put together the pieces of a legendary sword, then wield it in the fight of his young life. Along the way, he'll make friends with the Minish, discover lots of useful tools and learn awesome sword techniques. The journey begins in early January; while you're waiting take a look at what's in store for Link on his way to reclaiming the first two elements.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Fantasy Violence

©2004, 2005 Nintendo

AN ADVENTURE OF EPIC PROPORTIONS

Developed by Capcom with guidance from Nintendo, The Minish Cap is a classic Legend of Zelda quest with a strong story, puzzles aplenty and a never-ending search for items.

TOOLS OF THE HERO'S TRADE

In addition to the lively loon, Ezlo, who sits atop Link's head, the adventuring youth collects a wide variety of items that allow him to get ahead in both the human-sized world and the minute Minish world. Below is a small sampling of the items that you'll uncover as you help Link advance.

BOMBS

A Legend of Zelda standby, bombs destroy weak obstacles and create cave openings. Not all blastable objects are cracked or worn, so it pays to bomb everywhere.

CANE OF PACCI

Found in the Cave of Flames, the Cane of Pacci allows you to spring up from holes. You'll use it to clear obstacles and explore new parts of the world.

GUST JAR

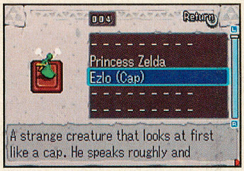
Your prize from the Earth Shrine is a device that sucks in foes and spurts out air. You can use the recoil from the blasts to influence your movement while floating on a lily pad.

MOLE MITTS

Underground exploration is a snap with the digging power of the Mole Mitts. You'll find them in the Fortress of Winds and use them everywhere you have the need to burrow.

MYSTERIOUS SHELLS

Sure, you're on a quest to save the world from an unimaginably evil being, but that doesn't mean that you can't have a hobby. In your thorough exploration of the world, you'll uncover Mysterious Shells, which you can exchange for statuettes at the figurine shop on the west side of Hyrule Town. The statuettes depict characters that you'll meet on your journey.

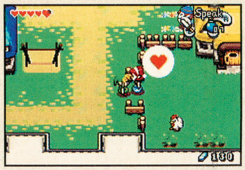


TIGER SCROLLS

Link has used the spin attack since The Legend of Zelda: A Link to the Past to defeat enemies with supercharged power from all angles. In the Minish Cap, he starts by learning the attack from a Hyrule Town sword master, then acquires seven more powerful techniques. Each of the moves is inscribed in one of the collectible Tiger Scrolls.

KINSTONES

A great relationship is like two pieces of a puzzle coming together. By collecting Kinstones then connecting them with their perfect matches through your friendships with other Kinstone collectors, you can earn Rupees, Pieces of Heart and Mysterious Shells, and even solve puzzles.

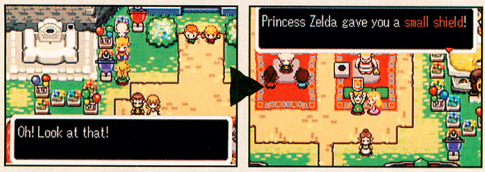


When you return to Hyrule Town after collecting the first of four elements, you'll come across the Hurdy-Gurdy Man, who will hand over the Kinstone Bag. You'll use the Bag to store your Kinstones while you search for their counter parts in the hands of other inhabitants.

THE STORY OF THE PICORI

Legend has it that, at a time when the world was threatened by a dark force, the petite Picori descended from the heavens with an evil-defeating sword. Since then, Hyrule has hosted a festival to honor the little people. The celebration begins. . . .

A DATE WITH THE PRINCESS



Princess Zelda has her eye on you, the blacksmith in training. As the adventure begins, she'll invite you to join her at the annual Picori Festival. To mix pleasure with business, you'll deliver a special sword to the master of Hyrule Castle while you're there. Follow Zelda as she skitters off to Hyrule Town, then around the town square.

NUTTY BUSINESS ON THE TRAIL

After Zelda gives you a small shield that she won at the fair, you'll accompany her on a trip to the castle. Along the way, you'll encounter a Business Scrub, who will unintentionally send seeds rocketing in your direction. Use the shield to deflect one of the seeds and knock some sense into the Scrub. It'll move out of your way.

VAATI'S BOX

Who knows what evil lurks in the bound chest, sealed by the Picori Blade? When tournament winner Vaati breaks the seal, a cloud of creatures will escape, then the villain will turn Zelda into stone. Your quest is to assemble the pieces of the broken sword and save the princess from her curse.

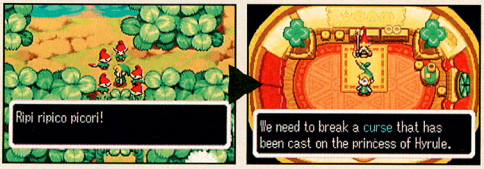
DIMINISH AND DISCOVER A SMALL, SMALL WORLD

The only way to combat Vaati's power and the evil that he has unleashed is to assemble and use a sacred sword—an art that the Picori know. Since the Picori will show themselves only to a young adventurer, you've been nominated to go deep within the Minish Woods and seek help from the spirited sprites. To meet the Picori, you'll have to shrink to their size—quite a feat.

A BIRD ABOARD

Follow the map and signs into the Minish Woods. When you hear a cry for help, head back toward the entrance to the woods. You'll befriend an odd birdlike hat, Ezlo, and take him as your advisor. He's not a fast hopper, so he'll ride on your head instead.

SEEK OUT THE SHRINE



The Minish speak their own language. You won't be able to communicate with them until you find Festari in the village's northeast corner and collect the Jabber Nut in the barrel next door. Use the nut to talk to the Minish. The village elder will explain your quest. Go back to Festari for shrine access.

LET'S GET SMALL

Ezlo will stop you when you reach a special stump. It's a portal into the world of the Picori, or (as they call themselves) the Minish. Hop onto the stump, then press the R Button. You'll shrink, fall through the stump's cracks and land at the base. Your diminutive size will allow you to explore small places. Hop onto a lily pad and hit Minish Village.

HELP FROM HEARTS

By collecting four Pieces of Heart, you'll add a heart to your life meter. You'll find one heart piece outside of Deepwood Shrine before you shrink to Minish size, and another one on a dock in the northeast corner of Minish Village after you shrink. Two more in the shrine will do the trick.

DEEPWOOD SHRINE

You'll need the power of four elements to forge the Picori Blade. The first of the elements is inside Deepwood Shrine. You'll encounter many head-scratching puzzles and devious monsters as you make your way to the prize. Enter as a little adventurer and exit as a hero in the making.

1 FUNGUS FLING

After you light torches and use a key to open the first locked door, you'll come across a body of water. Pull a handle to extend a bridge to the island, then grab the mushroom, pull back and let it carry you over the water.

2 ROLL IN THE BARREL

The huge barrel is held in place by vines on either end. Trigger switches near the vines' origins to burn the tendrils (using a statue to weigh down a switch on the west end). Then hop in the barrel and take it for a spin.

3 PAPER TRAIL

The dungeon map is in a large treasure chest on a high bluff that runs the length of the room west of the barrel. To reach the ladder that extends to the top of the bluff, you'll have to cross two small water-filled holes in one flight. Grab the mushroom and back up all the way to the end of the skid marks, then release the Control Pad. You'll fly far and land next to the ladder. Next, take a short flight over the first hole then push a pot onto a switch to extend a bridge over more water.

4 TWO-SWITCH STATUES

A pair of switches triggers the appearance of a key-bearing treasure chest. Push a statue onto one of the switches, then pull the other statue away from the rock corral, walk to the other side of the statue and pull it onto a switch as you move into the enclosure.

5 REARRANGE THE ROCKS

After you fling yourself over a few more holes, you'll enter a room on the east side of the dungeon. Work your way around to the east side of the room and pull the closest statue past the switch that opens the next door. Then return to the west side of the room and push the other statue onto the switch to access the open doorway.

6 AIR TO SPARE

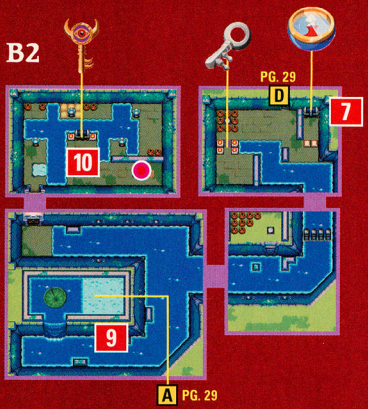
You'll take on the Madderpillar for possession of the Gust Jar. Swipe the beastie on the nose to make it freeze and sprout a heart-shaped node at the end of its tail. Hit the node, then stay away from the creature as it squirms around in its red form. After it turns blue again, repeat the process.

7 GET DIRECTION

Take the stairs down to the northeast corner of Floor B2 and move a couple of blocks out of the way to access the compass. Once you have the compass, consult the map. Treasure chests on the map will show the locations of special items.

8 LOADED BARREL

Return to the barrel interior and use the Gust Jar to clear away the cobwebs from the center opening. Turn the barrel until the opening lines up with a hole, then drop into the hole and to a new part of Floor B2. Once you land, suck a lily pad toward you then ride it.



9 KEY FLOAT

Use the power of the Gust Jar to move the lily pad across the water. Stop to push a pot onto a switch so the barrier to the east sinks, then motor on up to the room where you found the compass. Push a pot onto another switch to get a key.

10 SPRING PULL

The area that holds the Big Key has a key-shaped waterway. In three places, you'll spy mushrooms across the water. Use the Gust Jar to pull the caps of the 'shrooms toward you, then fly over the gap.

11 ROOM ZOOM

Uncover the red portal in the chamber where you found the Big Key, use it to return to the dungeon entrance, warp through the blue portal to get to a Piece of Heart, then return to the entrance. Take the stairs on the east side of the room to B2, then use the 'shroom to make your way to the Boss Room door.

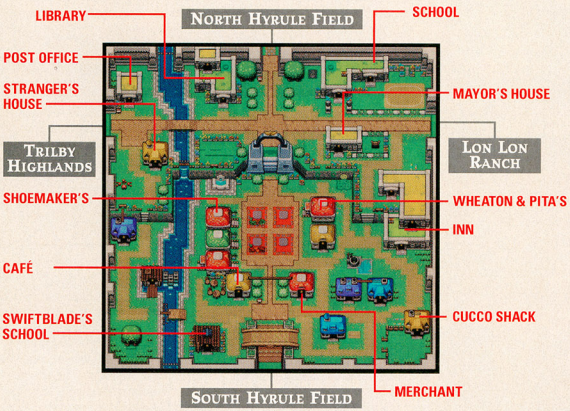
ALL ABOARD FOR THE CHUCHU RIDE

The Giant ChuChu reigns over Deepwood Shrine. Activate the Gust Jar to weaken the creature at its base, then run out of the way. After the ChuChu keels over, hit it several times with your sword, then run to avoid its hops. Victory will earn you the Earth Element.

HYRULE STOPOVER AND THE PATH TO MT. CRENEL

The Minish Village elder will head to Mount Crenel to consult with Melari about reforging the Picori Blade. Before you head to Hyrule's northwest section, stop at Hyrule Town and meet with the people. You'll accumulate items and information that will help you along the way.

HYRULE TOWN MAP



MERCHANT

The Hyrule Town merchant sells shields, bombs, Mysterious Shells and a wallet that can hold up to 300 Rupees. It's well worth the 80-Rupee investment.

CUCCO SHACK

A girl has lost track of her Cuccos. If you can satisfy a Cucco-collection quota, the girl will reward you with Mysterious Shells and Rupees. Gold Cuccos are valuable but very squirrely.

SWIFTBLADE

Swordmaster Swiftblade offers lessons on sword technique. Your first lesson will result in the acquisition of the spin attack and a Tiger Scroll.

WHEATON & PITA'S

The town bakery sells rolls and pie. Shell out some dough and have a treat. There's a good chance that you'll get a Kinstone with your purchase.

CAFÉ

The Hurdy-Gurdy man and a group of regulars hang out at the café. Talk to them for some good advice. Once you can shrink in town, you'll be able to climb a tiny ladder behind the café's shelves.

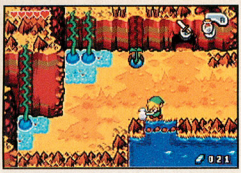
MAYOR'S HOUSE

After you have a few words with Mayor Hagen, leave through the side entrance and climb a ladder down to a creepy basement.

GET THE GUARD'S ATTENTION

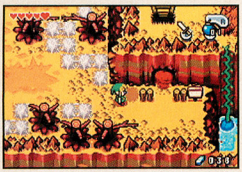
The guard on the east side of town won't let you leave until you show that you've got survival skills. If you haven't been to Swiftblade's place yet, go there and learn the spin attack. Then return to the guard and perform the move. He'll step aside.

GROWTH OPPORTUNITY



As soon as you leave town, go south and climb into a hole. Bomb your way east and use the shield to stun a Scrub. Buy a bottle from the creature, then head west to Mt. Crenel's Base. Fill the bottle with water, then feed the short plant nearby. It will grow into a vine, giving you a route up the cliff.

NOT-SO-OBVIOUS OPENING

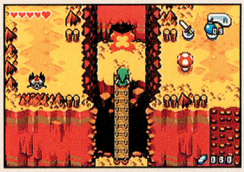


After you climb the vine, you'll deal with a herd of Tektites. Battle the hopping creatures and use the Gust Jar to clear away debris. If you're low on bombs, find a Scrub in a cave to the west who will sell you 10 of them. Head east and plant a bomb between two posts. The blast will create an opening.

SPRING FOR MINERAL WATER

You'll discover a boulder and a smaller rock blocking your path. Blow up the rock, then hop onto the boulder and use it to shrink. Follow the path to the Mineral Water and fill up your bottle. Return to normal size, go east by way of whirlwinds to another place to clear debris and shrink, then retrieve the seed.

CLIMB MT. CRENEL



Toss the seed into the nearby hole, then pour the Mineral Water. A vine will give you passage up the mountain. Head east to a narrow bridge and blast through the rock wall. Follow the path west, then climb up and travel east. Bomb through a rock wall and purchase the Grip Ring from a Scrub. Go west and climb the tall wall.

MEET MELARI

When you reach the top of the mountain, use a mushroom to fly over the gap to the east. Shrink to fit through a gap, then grow, roll rocks into holes to fill the gaps, climb down a ladder and follow the path to another gap. Use the Gust Jar to clear pots from the other side, then fly over the gap. Toss a bomb to extend a bridge and forge on to Melari's Mines.

CAVE OF FLAMES

While Melari, the master smith, works on the Picori Blade, your quest to round up the elements continues in the human-sized Cave of Flames. The cave has more lava and cart tracks than Indiana Jones's Temple of Doom. Prepare for a crazy and dangerous ride.

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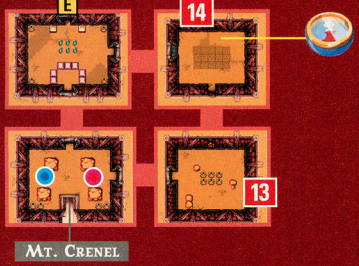


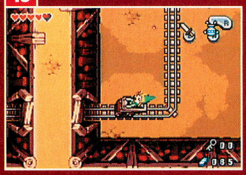
13 EXPLOSIVE EXCHANGE

Walking bombs cause havoc in the chamber east of the entrance. When a bomb charges, deflect it with your shield. It will step up its pace, ignite its fuse and, eventually, detonate. If you deflect an ignited bomb, it'll stop in its tracks. Try to make one of the bombs explode near the blockade on the north wall.

14 FLIP AND SWING

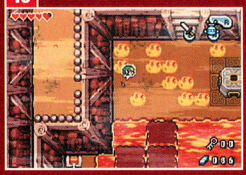
A pair of pointy-shelled beasties will make a beeline for you as soon as they see you. Use your shield to stop them and flip them over, then take a swipe at their exposed underbellies. After you defeat both creatures, a giant chest containing the compass will appear.

15 RIDE THE RAILS



Floor B1 is a series of mining chambers connected by cart tracks. Head west first, deflecting bombs with your shield, then climb the ladder and travel east. Hop into the first mine cart you see. You'll take an exhilarating ride to the next chamber.

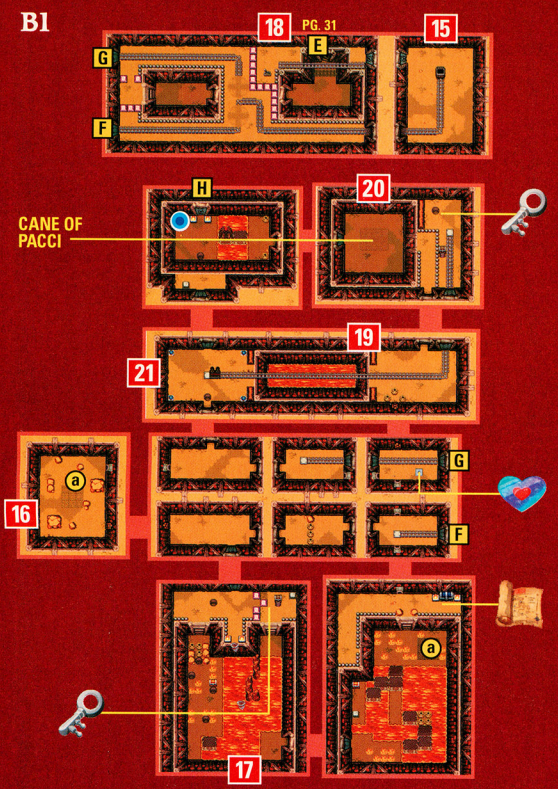
16 CALL A SHRINK



Advance to the far western chamber and defeat the charging creatures by swiping at their backsides after they hit the walls. Your victory will make a Minish portal appear. Shrink, follow the small path to another portal, then grow and collect the map.

17 WHIRLWIND TOUR

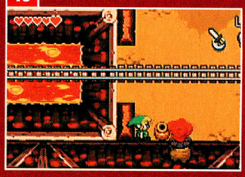
By hitting potato bugs with your sword, you can make them roll into a ball. Pick them up and toss them into the holes, then walk over them. Use a pair of whirlwinds to gain passage over the lava and float to the vicinity of the chest on a pedestal. Move blocks to clear the way, push the pedestal into a hole then collect the chest's key.



18 SWITCH AND GO

Return to the mine cart, take a ride and use the key to open the door near the cart's origin. Walk across the rail bridge to a switch, and hit it to make the tracks connect to a new destination. Return to the cart and ride again.

19 GOTTA HAVE HEART



Following your cart ride, head west, north then east, over a long bridge. On the east end of the bridge, you'll find a weak section of wall surrounded by pots. Move the pots, bomb the wall and gain access to a Piece of Heart.

20 SPIN AND WIN

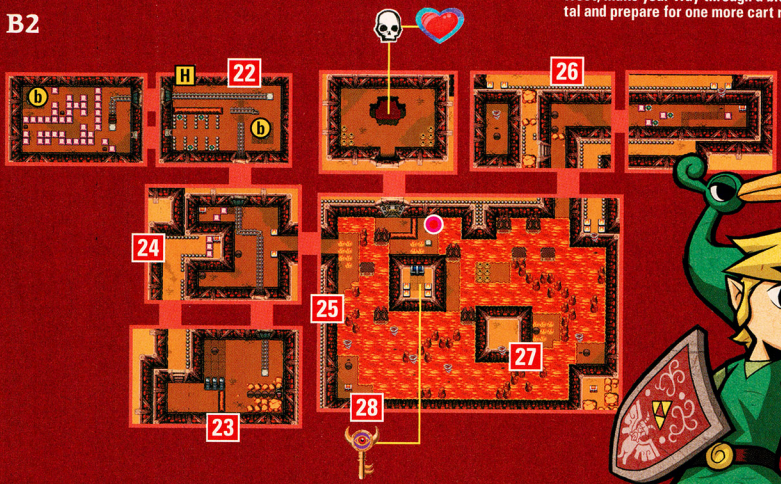
Metallic ChuChus will drop from the ceiling after you hop into a square pit. Use your spin attack to stun the creatures, then swipe at them to finish them off. A win will net you the Cane of Pacci.

21 RESTART THE CART

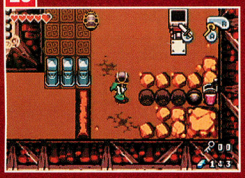
The Cane of Pacci gives you the power to flip things over and perform other feats. As you advance, you'll flip over a spiky platform to walk on its smooth side, and use the cane on a hole to turn it into a spring that'll take you to a capsized cart. Flip the cart over and take a ride, then push another chest on a pedestal into a hole and collect the key.

22 SMALL MOVES

Take the cart back to where it started, drop into the chamber with the spiky platforms and use the key to unlock a passage that leads to Floor B2. Use a Minish portal to shrink, advance to the west, make your way through a block maze, grow at another portal and prepare for one more cart ride.



23 POTATO BUG BASKETBALL



Hit the bugs to make them roll into balls, and toss them into the holes near the switch on the pedestal. To get the last bug into its hole, you'll have to stand south of the hole and toss the bug north. That'll give you a bridge to the pedestal. Pull and push the pedestal into the hole in the northwest corner, then hit it to make the room's barrier disappear.

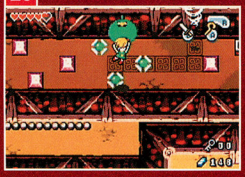
24 KINSTONE COLLECTION

Two treasure chests hold Kinstones. You'll gain access to the northern chest by dropping from the bluff. Push blocks to escape the area. You'll reach the other chest by enchanting a hole with the Cane of Pacci and using it to spring up.

25 LAVA PLATFORMS

A combination of the Gust Jar and the Cane of Pacci will get you through the room that's loaded with lava and floating platforms. Use the jar to clear away flames and jars and use the cane to flip spiky platforms.

26 EZLO EXPRESS



Use the Cane of Pacci to turn a hole into a spring and fling yourself up to a whirlwind. Ride a puffed-up Ezlo in the wind to reach a high bluff, then fly over the gap that extends the width of the room.

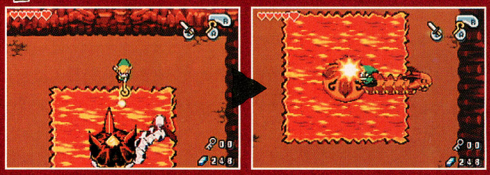
27 RIDE THE WIND

The southeastern section of Floor B2 is covered in lava but, luckily, you have the power of wind to carry you to your destination. Get lift from the whirlwinds and ride them around the large chamber, stopping to collect the contents of a treasure chest when you see one.

28 FLIGHT TO THE BIG KEY

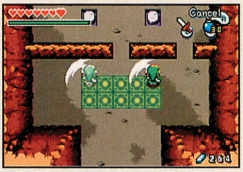
Your ride on the whirlwinds ends with your landing on the raised platform in the northwest section of the room, and access to the Big Key. From there, travel north, drop to the switch that triggers the appearance of the red portal, then move on to the boss battle.

GET GLEEROK



The leader of the Cave of Flames is a dragonlike beast with a hard shell protecting its body. Work around to Gleerok's side and hit the shell with a blast from the Cane of Pacci. The shell will fall into pieces and the creature will freeze. Use the neck as a bridge to the body and swipe at the body with your sword. Keep fighting until the enemy is toast.

TWO ELEMENTS, SPLIT PERSONALITY



With the Fire Element in hand, return to Melari's Mines and speak to the smith. He'll hand over the White Sword and point you in the direction of Hyrule Castle. Travel to the castle, go down to the basement and pass through the garden, to the Elemental Sanctuary. Place the sword in the stone to fuse the elements and gain the ability to create a Link doppelganger on green panels.

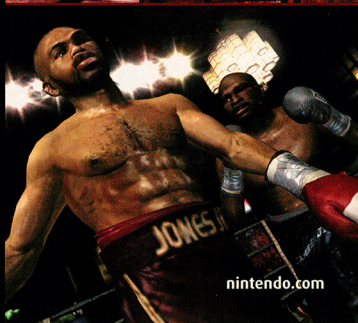
HIDDEN HYRULE

As you leave Hyrule Castle, you'll get an earful of info from Vaati and learn the origins of both Vaati and Ezlo, then you'll head into town. Before you continue your quest to capture the elements, use the Cane of Pacci to turn over big pots in Hyrule and transform them into Minish portals. There's more to the town than meets the human eye. Think small and carry a big sword.

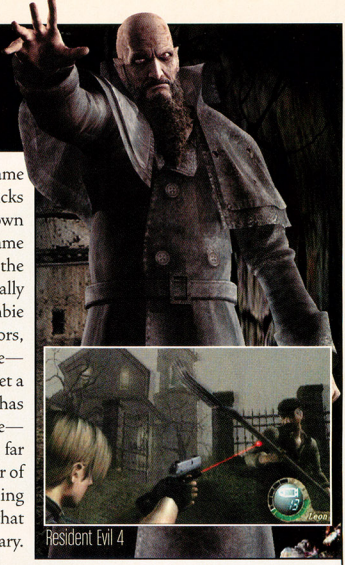
9 TRENDS SET TO DRIVE '05

WITH "THREE PILLARS" IN PLACE, WHAT GAMES WILL RAISE THE ROOF?

In a typical year, we'd wait to proclaim the year's big trends until we attend May's Electronic Entertainment Expo, when publishers reveal the supersecret projects that they keep under lock and key. But there's nothing typical about 2005. With Nintendo's three pillars—as head honcho Satoru Iwata refers to the Nintendo DS, Game Boy Advance and Nintendo GameCube—standing tall on the landscape, the number of titles already announced for 2005 is staggering. So we're able to make nine bold predictions about what's on the cutting edge for gamers—and not months and months away, either. Much of what's awesome in the new year will be hitting stores starting in early January. So sink your teeth into our first trend's terrifying poster boy—Resident Evil 4—and then soak up the other eight trends that will change the world of gaming in '05.



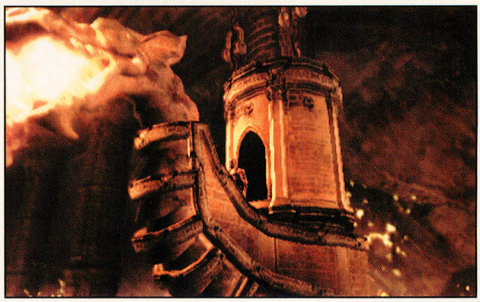
1 UNPRECEDENTED EVILS TAKE UP RESIDENCE ON THE NINTENDO GAMECUBE.



Even if **Resident Evil 4** *is* the most terrifying work of brutality ever to spatter a video game system, we wouldn't forecast a trend unless more carnage were on the way. After RE4 kicks down the door on January 11, a surprising number of GCN titles will move in to do their own damage. Before you turn to them on the next page, steel yourself for one last gaze at a game that—by the time the next issue of NP reaches you—will have already spread across the United States faster than a T-virus contagion. At last year's E³, Capcom unveiled a radically resurrected Resident Evil 4, one that seemingly tapped into two of the most thrilling zombie flicks of all time for inspiration: 1968's *Night of the Living Dead*, for its home-wrecking terrors, and 2002's *28 Days Later*, for its speed-freak momentum. Throw in a dash of Leatherface—witness the fiend below, who puts the Texas chainsaw massacrer to shame—and you'll get a sense of the explosion that the E³ demo caused. Over the last six months, Capcom has revealed details about RE4 in spurts. The frenized villagers aren't zombies, but their name—the Ganado, "livestock" in Spanish—holds a clue to their nature. The action extends far past the village, though. You'll square off against quarry dynamiters, swim with a monster of Loch Ness proportions and obliterate a castle with cannonfire. But the fire-breathing dragon shown in the NP-exclusive shot below reveals an underground area—proof that we're all still in the dark. What's the true evil in RE4? The world will finally know in January.

White Meat, Dark Meat?

You may lose your head—literally—when you experience Resident Evil 4. If you let the feller with the burlap mask get too close, you might find yourself on the business end of his calling card. No doubt, it will be the moment that leaves the deepest impression in 2005 gaming. To add to the buzz, Nubytech has worked with Capcom to create the Resident Evil 4 Chainsaw Controller ($49.99 MSRP), complete with a sound chip and a built-in display stand for gamers who like to show off their macabre peripherals.

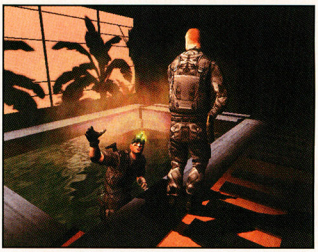


TimeSplitters: Future Perfect

Publishers remain quiet about their fresh harvest of heartstoppers, but many '04 disclosures will be going for the jugular over the coming months. Midway's unleashing **Mortal Kombat: Deception**, considered a high point for the fighting series, on the Nintendo GameCube (full story on page 20). Ubisoft's infiltrating the GCN with **Tom Clancy's Splinter Cell: Chaos Theory**, a simultaneous console release (it's about time) for the series, plus **Tom Clancy's Ghost Recon 2**, the acclaimed squad-action title. Electronic Arts will bring two worlds on the brink to the GCN: **TimeSplitters: Future Perfect**, the latest entry in a series that never fails to make torching zombies endlessly fascinating, and **Medal of Honor: Dogs of War**, which will head to 1942 Europe as WWII takes a turn for the worse. Even Nintendo will crank up the carnage with **Geist**. The horror title, which will graft a body-possession system to an FPS backbone, will haunt the GCN in the year's second quarter.

Mortal Kombat: Deception

Geist



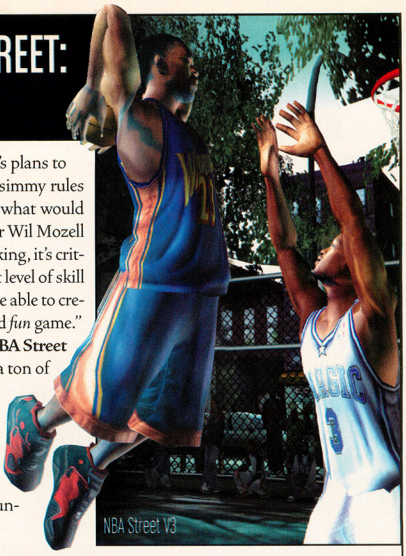
Tom Clancy's Splinter Cell: Chaos Theory

UTTERLY INSANE FOR KILLER 7

In the spring, not long after Capcom's RE4 makes hyperrealistic history, its Killer 7 will debut with the kind of style usually restricted to midnight-only anime screenings and Quentin Tarantino's wildest dreams. In a blend of first-person shooting and third-person exploration, Killer 7 lets you control a wheelchair-bound man who physically transforms into seven personalities. Each one's uniquely equipped to fight a mass invasion of creatures invisible to the human eye; for instance, the Mexican wrestler can headbutt bullets, an albino assassin can vanish by removing his shades and a woman who . . . hmm . . . how to put this?—could have provided her own gushing F/X for the prom finale in the Stephen King movie *Carrie*.

2 SPORTS SUBMIT TO THE LAW OF THE STREET: OVER-THE-TOP DOMINATES.

What's next, Tiger Woods Street? Sounds ludicrous, but in light of Electronic Arts's plans to expand its arcade-oriented Street series to **FIFA Street** in 2005—stripping out simmy rules and mining urban street soccer for brute expression—we wouldn't mind seeing what would happen if EA Sports Big were ever to let the Tiger roar. FIFA Street senior producer Wil Mozell explained what will give soccer its Street appeal: "While gameplay continues to be king, it's critical that FIFA Street respects the cultural roots of street soccer, as well as its highest level of skill and creativity. By removing the rules and constraints of the professional game, we're able to create a plausible reality where every gamer will feel like they're playing an exciting and *fun* game." Mozell has the cred to pull it off—he's currently also the senior producer of the **NBA Street** series. The third volume of the urban b-baller hits the pavement in February with a ton of enhancements: a Trick Stick system that combines turbo boosts with analog control to string together crazy dribble tricks; an all-new Court Creator; character development that draws on over 1,000 customizable features; and the new Dunk Contest that's all about chaining midair combos to wow an all-star panel of judges. In another display of Street skillz, EA has left us agape after seeing the players in **NFL Street 2** (due in the first days of January), showing 15-foot-high attitude by running up walls to make impossible catches, passes and insane end-zone dives.



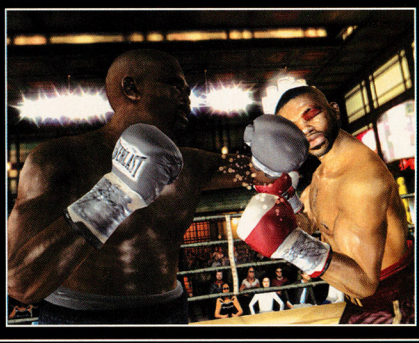
NBA Street V3

NFL Street 2

FIFA Street

FIGHT NIGHT GOES A ROUND ON THE GCN

While EA Sports's Fight Night: Round 2 plays by the rules—unlike the Street series—its revolutionary analog punch control knocks the game well into the arcade realm. The Fight Night series's GCN debut will build on the intuitive system (jab by tapping forward on the analog stick, swing by rolling it in a semicircle) with the new Haymaker system, which will let boxers knock down their opponents with a massive strike, though at the risk of leaving themselves open to a strike. EA Sports is wringing extra realism from the series with sweat effects and doubled character polygons, and since injuries will persist from fight to fight in Round 2, the game will introduce Total Corner Control, which helps players minimize damage to their fighters and heal critical wounds. The title enters the ring in March 2005.



3 READY FOR A TRIP? FIVE MINDBLOWING GAMES DEFY REALITY.

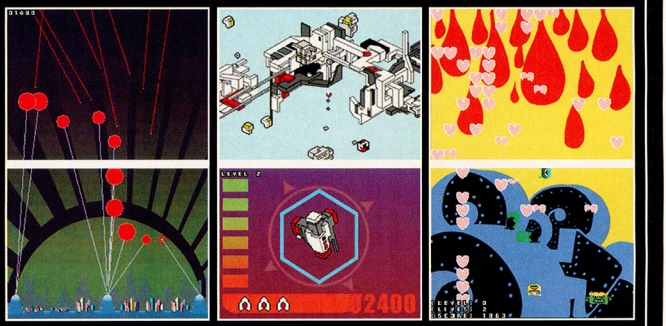
Most developers continue to obsess about re-creating reality, as if that's the only thing that gaming-technology advances are good for. But several games coming in '05 reveal cracks in the foundation, and there's something better than reality on the other side. For instance, Capcom's **Killer 7** isn't just part of the brigade of more-mature titles on the GCN, it's also brandishing a killer cel-shaded style—perhaps the *only* way to get into the head of the seven personalities crowded into its hero's psyche. And three of Nintendo's titles slated for the spring—which are coincidentally also at the vanguard of innovative game control (see page 100)—are pushing the style envelope. On February 14, **WarioWare: Touched!** brings its surreal weirdness to the Nintendo DS, followed by **WarioWare: Twisted!** on March 21st for the Game Boy Advance. In the gyroscopically controlled GBA game, you'll twist and turn the handheld to shave a chin, catapult food into a mouth and roll food through a person's digestive system—only a style that's gone off the deep end *would* make any sense. Same goes for the DS title, in which you'll wield the stylus to tweeze hair and slice flung fruit, plus use the mic to blow into someone's ear. The DK Bongo-controlled **Donkey Kong Jungle Beat** also marches to the beat of its own drum come March 14. Though created with realistic detail, the platformer is purely visionary. And the mushroom level shown below is fantastic—just wait until you see the shimmering gelatin-in-the-sky world.

Donkey Kong Jungle Beat

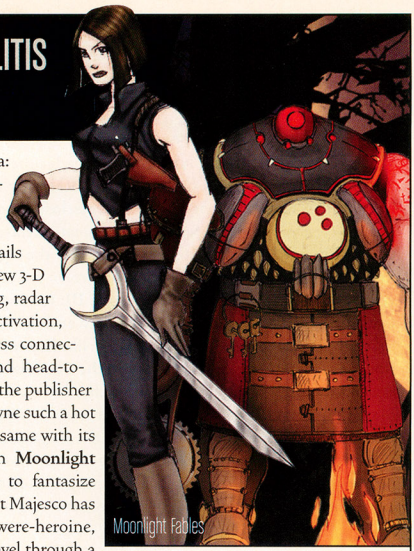
WarioWare: Touched!

ATARI CLASSICS SHOCK!

Don't fix what ain't broken. So goes the adage that Atari Classics DS is blowing off by inviting some of the world's most famous street artists to redesign 10 games for its compilation due in March. Shepard Fairey, among the most well-known for his Obey Giant posters, has taken control of Missile Command, the notorious Futura has reengineered Asteroids, and REAS has pimped up Centipede. Too funked up for you? You'll be able to play the games in classic mode as well.



4 THE DS HELPS DEVELOPERS SHAKE SEQUELITIS AND GET FRESH.


Moonlight Fables

We love our sequels, as long as they're all quantum leapers like Prince of Persia: Warrior Within, but publishers rarely take risks on emerging games—that worries us. Fortunately, the Nintendo DS is proving to be a hothouse for new concepts. While we'll surely have to wait until E³ to see the DS titles that Japanese publishers have been touting for months, Majesco isn't waiting to reveal details about two of its five upcoming DS games. Set for July release, **Nanostray** is a new 3-D shooter that will use the touch screen for weapon managment, boss scanning, radar and hyperspace activation, plus tap into wireless connectivity for co-op and head-to-head sessions. And the publisher that made BloodRayne such a hot vamp could do the same with its femme werewolf in **Moonlight Fables**. We'll have to fantasize with concept art, but Majesco has revealed that its were-heroine, Trista Silver, will travel through a vast, seamless game world set in 2106, where she'll battle enemies across the Deadlands as she searches for her heritage. You'll be able to use the touch screen to alter the phases of the moon and to trigger Trista's special attacks. We can't wait to get our paws on this one.

Nanostray

5 NINTENDO CHAMPIONS ITS UNDERDOGS AND UNLEASHES ALL-NEW CREATIONS.

Fire Emblem 2 (GBA)

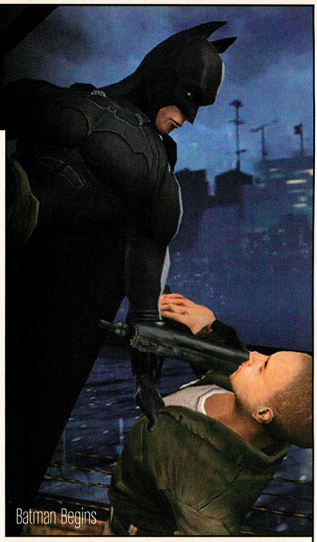
Fire Emblem (GCN)

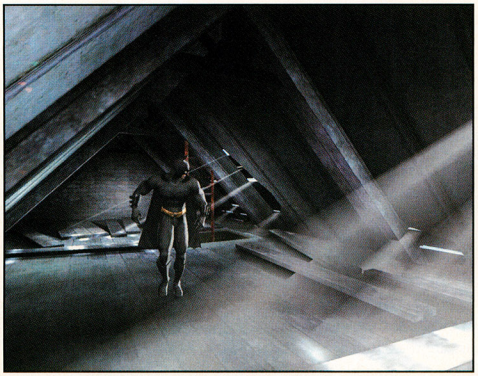
Advance Wars: Under Fire

Though the Fire Emblem and Advance Wars series have gotten hard-core critical props and earned a legion of tactical-action fans on the GBA, they haven't ascended to blockbuster status in the United States. With a three-pillar blitzkrieg, Nintendo is moving the two incubating series into position for an all-out war for your attention. Two totally different **Fire Emblem** games, both due in the second quarter of 2005, radically evolve the fantasy series. They'll throw down the gauntlet on the GCN *and* the GBA. While **Advance Wars DS** (no release date yet available) will double its turn-based tactics—ground skirmishes on the lower screen and top-gun action on the upper one—**Advance Wars: Under Fire** will go 3-D on the GCN with real-time squad-based gameplay. Nintendo's also charging into the fray with new titles like **Geist** and **Odama**, the latter of which seems to be a cult hit in the making thanks to its fusion of pinball and medieval Japanese warfare. And we're also casting an eye to E³ and praying that we'll see more of **Another**, an eerie DS game that looks like the best thing to happen to point-and-click adventuring since Myst debuted on the PC.

6 HOLLYWOOD IS GOING INTO OVERDRIVE. THAT'S GOOD FOR GAMERS.

What happened in 2004? Though *Shrek 2* made other movies green with envy and *Spider-Man 2* was a phenemonal hit, no other blockbuster movies truly possessed the minds, hearts and wallets of movie-goers. (Full disclosure: as NP goes to press, the delightfully strange *Lemony Snicket's A Series of Unfortunate Events* had yet to open and prove us mistaken.) Since megablockbusters drive many of the big hits in video games, we're looking forward to the ambitious roster of silver-screen contenders, all of them with video-game versions on the way: ***Star Wars* Episode III: Revenge of the Sith** (GBA, DS) and **The Chronicles of Narnia: The Lion, the Witch and the Wardrobe** (GBA, GCN), plus several that haven't been pinned to platforms yet, like **Harry Potter and the Goblet of Fire**, **King Kong**, **Fantastic Four**, and **Charlie and the Chocolate Factory**. And that's not even mentioning the packed slate of CGI films that kicks off with **Robots** (DS, GBA, GCN) in March. And while good games don't necessarily emerge from blockbusters, Electronic Arts seems to be holding up its end of the bargain with **Batman Begins** (GBA, GCN). The grimmest view of the Caped Crusader ever shown on film—powered by *Memento* director Christopher Nolan's gift for peering into disturbed minds—is shaping up to be an equally dark video-game telling of Batman's origin.


Batman Begins



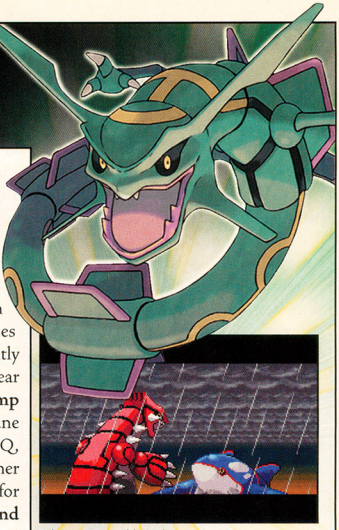
RETURN OF THE KING—BACK TO NORMAL IN '05

The holiday season was missing something in '04: a Peter Jackson flick. Over the previous three years, the director gave the world the gift that kept on giving with his The Lord of the Rings trilogy, which for many superfans displaced all traditional December shenanigans as the real reason for holiday cheer. Fortunately, the Academy-Award-winning director returns with his take on the beauty-and-the-beast classic, *King Kong*, on December 14, 2005. This will most definitely translate into stellar gaming, given Ubisoft's careful stewarding: the French publisher has put its artful Beyond Good & Evil development team and its Montreal studio on the gigantic project. Why all the heavy-ammo talent? No doubt, Ubisoft saw all the serious lucre that flowed from Electronic Arts's Rings games. Keep an eye on this no-brainer blockbuster—and Ubi's video game plans.

Peter Jackson (center) meets on set with Ubisoft developers (left to right): script writer Jacques Exertier, creative director Michel Ancel and producer Xavier Poix.

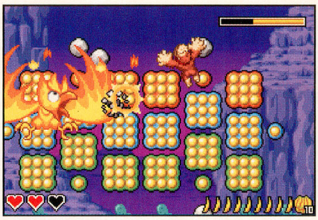
7 GAME BOY ADVANCE IS A SANCTUARY FOR SMALL MIRACLES IN '05.

The Nintendo DS developers have gotten all the glory lately, but GBA game makers have been testing the limits of the single-screened handheld. They're pushing the system's graphics and gameplay concepts much farther in 2005. Not long after **The Legend of Zelda: The Minish Cap** shows its rich innovation on January 10, other games will attempt to steal its crown. In addition to **WarioWare: Twisted!** (March 21) and **Fire Emblem 2** (Q2 '05), Nintendo will pack 50 minigames into the March release of **Mario Party Advance**, return to Hoenn for new adventures in **Pokémon Emerald Version** in April, and challenge Wario for craziest play control with **DK: King of Swing**, which uses *only* the L and R Buttons—it's swinging out sometime in 2005. Having recently announced GBA support through 2006, Namco will start backing up its 12-per-year intentions with the February releases of **Ace Combat Advance**, **Klonoa 2: Dream Champ Tournament** and **Mr. Driller 2**, then **Pac Pinball** in March and its "mystery RPG" in June (see below). Among other publishers with known GBA stunners on the way are THQ, which will pioneer the only kart-flying racer with **Banjo Pilot** (January), and newcomer Orbital Media, whose beautiful **Racing Gears Advance** (January), bodes extremely well for three more gorgeous GBA titles due in early '05: **Pirate Battle**, **Scurge: Hive** and **Juka and the Monophonic Menace** (see the full story on Orbital's games on page 19).



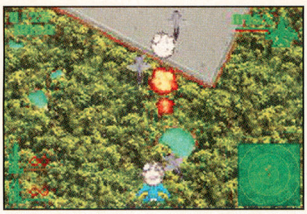
Pokémon Emerald Version

Mario Party Advance



DK: King of Swing

Banjo Pilot

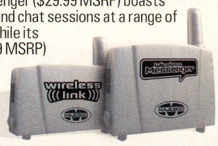


Ace Combat Advance

Pirate Battle

Wireless Ambition

Gamers who need more options than the GBA Wireless Adapter bundled with last September's Pokémon games may be wowed by two solutions from Majesco: the Wireless Messenger ($29.99 MSRP) boasts instant messaging and chat sessions at a range of up to three miles, while its Wireless Link ($9.99 MSRP) enables no-cable connections for most GBA multi-player games.



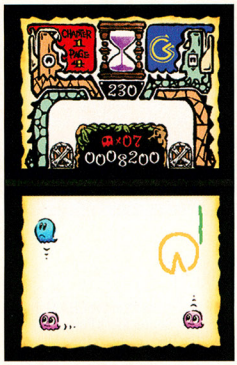
BIRTH OF A NEW GBA STAR?

For months, Namco had been teasing the NP Krew with hints of a "mystery RPG" due in June '05 that the publisher insisted would be the most innovative game to hit role playing in eons. Namco has finally unveiled Sigma Star Saga with a load of details, and it holds even more promise than we'd hoped. The game will blend RPG exploration with space-shooting action (madness!) and will come from the developers of Shantae, arguably the most wonderful RPG from the days of the Game Boy Color. Epic Center's got the full lowdown on page 92.

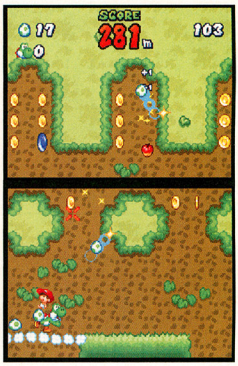
8 IDEAS ONCE VIEWED AS TOO PIE-IN-THE-SKY ARE SERVED UP AS DELICIOUS DS GAMES.

Sega's Feel the Magic: XY/XX is all over the DS-innovation map, using touch- and mic-control to do tons of crazy stuff—like knocking out wild bulls and blowing wind into a ship's sails—and we're looking forward to the next wave of revolutionary DS games coming in the early months of the new year. DS owners have already test-driven **Metroid Prime Hunters** (the full adventure is due in Q2 '05) and seen the potential of touch-driven FPS control and wireless fragfests. Wondering who Samus will be battling? The dual-perspective movie included in the demo shows Samus staring down a wave of aliens while they strike menacing poses. We're hoping to view such simultaneous cinematics in future DS games—it's a great technique for storytelling. Though **WarioWare: Touched!** (February 14) has dazzled the DS-curious with its mad diversity of stylus microgames, **Pac-Pix** and **Yoshi Touch & Go**, both coming in March, will be the first 100 percent sketch-centric games. In Namco's title, you'll need to quickly draw Pac-Men by dipping into your depleting ink bottle. Your sketches spring to life and scarf down ghosts; you'll also have to draw barriers to guide your creations around the dual screens. In Nintendo's Yoshi game, you'll use the stylus to scrawl out cloud banks that act as bridges over pits and as cages for enemies, all while firing eggs into the sky. And **Pokémon Dash**, previewed in this month's Pokécenter, will innovate a completely different sort of touch game: one where you drive your Pokémon to run and fly with the stylus.

Metroid Prime Hunters



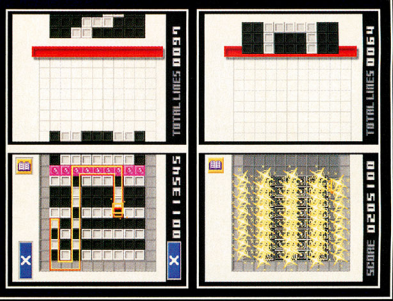
Pac-Pix



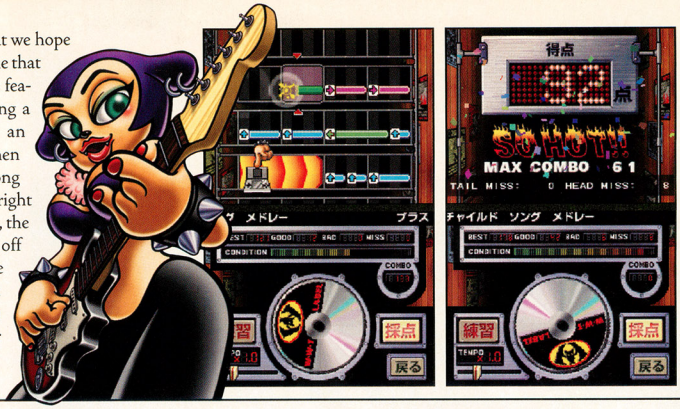
Yoshi Touch & Go

ONE-LINE PUZZLE—THE SHAPE OF ADDICTION TO COME

What makes the difference between a puzzle-action phenomenon and a wannabe? It's the geometry first and foremost—those Tetris blocks still reign as the royalty of puzzle shapes. Wonderful sound effects are also important, like Puyo Pop's greatly satisfying bursts. Nintendo's One-Line Puzzle (working title) has all the right ingredients: you'll use the stylus to draw a path through a field of black and white tiles, flipping those that you touch. If you make a solid block of same-hued tiles, the chunk will dissolve with a trippy shimmer. In one of the game modes, you have to flip and dissolve tiles at high speed to stay ahead of a constant rain of tiles. And with wireless multiplayer—and DS Download Play support—OLP may soon be the next ubiquitous puzzle-action game.

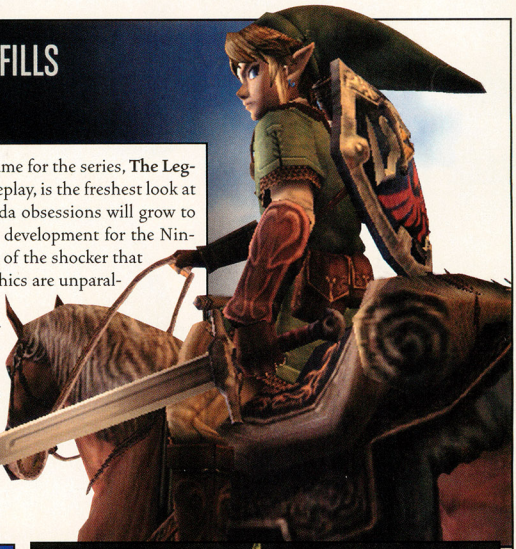


One of the in-dev Nintendo games that we hope to see at E³ is **Jam with the Band**, a game that couldn't exist without the DS's unique features. The music title makes assembling a band a breeze. Each player selects an instrument, like drums or a guitar, then plays through the separate parts of a song by tapping the touch screen at the right moments. If everyone nails the rhythm, the song sounds brilliant; if one person's off the beat, you'll know it—it makes the song sound like poo. You won't have a hard time finding bandmates, since you can broadcast a version of your game to other DS owners.



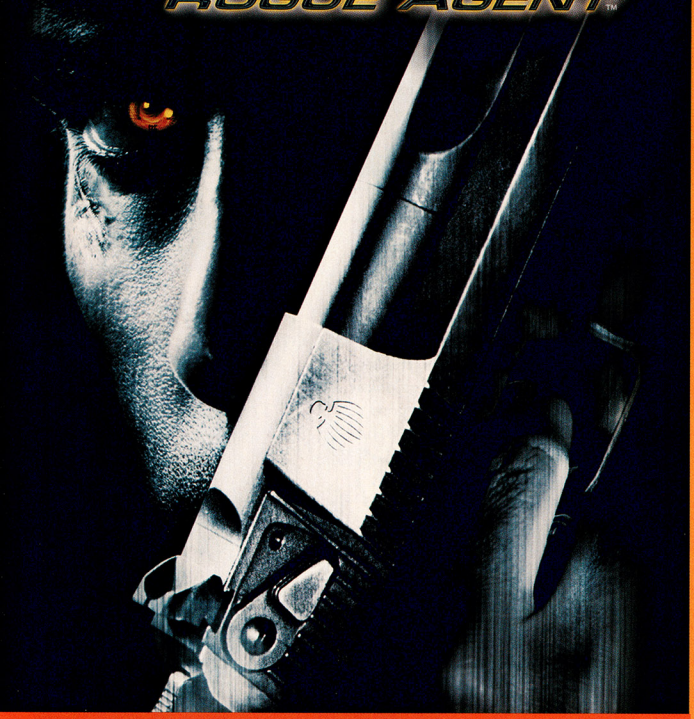
9 THE LEGEND OF ZELDA SERIES FULFILLS EVERY FAN'S FANTASIES.

The Legend of Zelda may as well own 2005. The latest GBA game for the series, **The Legend of Zelda: The Minish Cap**, with its grow-and-shrink gameplay, is the freshest look at Hyrule ever seen on a handheld. But as the year goes on, Zelda obsessions will grow to gargantuan proportions in anticipation of the Zelda game in development for the Nintendo GameCube. Three new screenshots show off even more of the shocker that blew the roof off Nintendo's E³ press event last year. The graphics are unparalleled for a fantasy world on the GCN, and the most mature Link ever seen will prove his new might from horseback, slashing enemies from the saddle, which has been Zelda creator Shigeru Miyamoto's longtime dream. Nintendo has promised that the highly anticipated title will be playable at this year's E³—and will certainly rule the '05 show. Many of us have been waiting years for the opportunity to ride across an entirely new side of the Zelda universe that's more mature, more intense and far more dangerous.

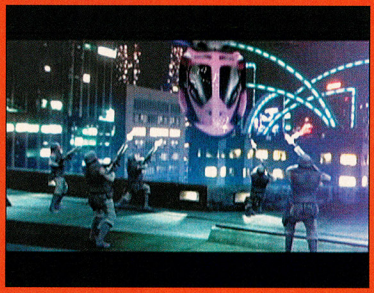


DON'T SAVE THE WORLD. RULE IT.

GOLDENEYE ROGUE AGENT™



In EA's GoldenEye: Rogue Agent, evil rules. Aspiring supervillains assume the role of an expelled MI6 operative over eight campaigns of Bond-inspired action, betrayal and intrigue. It's a long, tough fight to the top of the crime underworld, so we sent our best agents into the field to compile a list of dirty tricks and trade secrets guaranteed to maximize your one-man wave of destruction.



TEEN T CONTENT RATED BY ESRB
Suggestive Themes
Violence

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RACKING UP POINTS

Dirty fighting and cheap tactics aren't just encouraged in GoldenEye, they're rewarded. By dispatching your foes in cruel and creative ways, you gain points that unlock art packs, multiplayer maps, modifiers and power-ups. Fight the bad fight and reap the spoils of war.

ROGUE BONUSES

Perfect Shot—Take down your prey with a single, precise shot to the head to earn this bonus.

Cheap Shot—You can strike your enemy from behind cover using MRI Vision and a well-placed hit from the Mag Rail.

Explosive—Barbecue the *other* bad guys with fiery explosions dealt by your grenades and ignited fuel barrels.

In-Transit—Deliver drive-by doom to your prey while riding zip lines or moving platforms to earn difficult In-Transit bonus points.

Machine Trap—Foes that perish from industrial equipment "accidents" satisfy the Machine Trap bonus.

Machine Hack—Reprogram enemy turrets to target your foes. Let modern robotic convenience do the dirty work for you!

Hostage—Shield yourself from gunfire behind a squirming hostage until he's full of holes.

Shield Bash—Melee-attack a nearby soldier with your Polarity Shield engaged; you'll discharge a lethal blast of energy into his body.

Melee Throw—Throw your hostage to his doom (or into his fellow soldiers) to gain the Melee Throw bonus.

Knockout—Bludgeon your enemy into submission with your fists or the butt of your firearm.

Intimidation—Persistently intimidate opposing soldiers with aggressive fighting tactics—they'll grab their own human shields for protection.

Magnetic Field—Use your Magnetic Field power to toss foes around like rag dolls.

FORT KNOX

Armed with only a pistol and twisted determination, join 007 on a suicide mission to disarm a nuclear bomb buried deep within the gold reserves of Fort Knox.

DISARM NUCLEAR DEVICE

Activate the sled to quickly (and mercilessly) clear the tracks of enemies.

You can snipe to your heart's content from a hole above the boiler room. Aim for exposed valves and unleash deadly steam upon your foes.

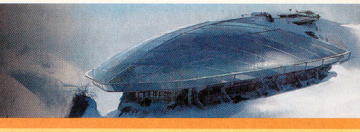
Your first campaign serves as a training mission in which you'll run rampant through the vaults of Fort Knox on your last job for MI6. Take note of all the helpful messages that come your way, and maximize your time in the easiest mission by activating each trap you encounter. In addition to giving your character perverse pleasure from the pain of others, you will thin the enemy ranks.

UNLOCKABLES

- MP MAP PUMP ROOM
- FORT KNOX ART PACK 1
- MP SKIN AURIC ELITE
- FORT KNOX ART PACK 2
- MP OPTION RANDOMIZED WEAPONS

AURIC ENTERPRISES

Dr. No's thugs have infiltrated Auric Goldfinger's mountain stronghold. Fend off waves of intruders and protect the O.M.E.N. device from falling into enemy hands.

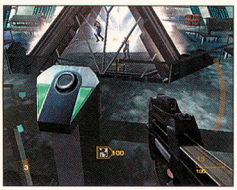


CLEAR O.M.E.N. CHAMBER

CLEAR O.M.E.N. LAB

Crouch behind an object and equip the Mag Rail, then activate MRI Vision and snipe your targets from the safety of cover. Study your enemy's movements carefully; the Mag Rail is a one-shot weapon that's slow to fire and reload, so make each blast count. Remember to recharge your energy reserves periodically.

CLEAR SUB-ZERO LAB



Use the lab's freezer to neutralize groups of adversaries as they run toward you. Press the A Button to activate the device, which will trap unsuspecting thugs and flash-freeze them into piles of crystalline dust. Step lively when it's your turn to pass through the machine's jaws—your foes will readily use its frigid powers against you.

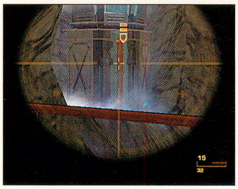
CLEAR ALCHEMY LAB

CLEAR WEAPONS RESEARCH LAB

If you've managed to hold on to the AR4 Commando, you can snipe your enemies from across the weapons lab. Otherwise, grab one of the HS-90 submachine guns dropped by your expired opponents. Flambé enemy resistance by firing the rocket thrusters; the activation panel is in the center of the catwalk.

REACH ELEVATOR

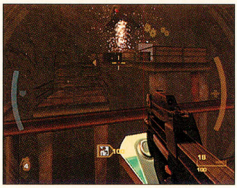
DESTROY FIRST FILTRATION TUBE



Fight alongside Goldfinger's troops and make your way to the first filtration tube in the mine. Your allies will not only divert enemy fire from your position, but also thin out enemy forces. Use a firearm or grenade to sabotage the cleaning device. Doing so will poison the mine with toxic fumes and drive out the intruders.

REACH ELEVATOR

DESTROY SECOND FILTRATION TUBE



The second filtration zone is flanked by numerous guards packing serious firepower. Press the switch that activates the ore machine and give them a hot shower. Molten metal will pour from above and plate their bodies in a 24-karat shine. Once the room is clear, destroy the remaining machinery and begin your escape.

REACH MAIN DOME

Pick off Dr. No's thugs from a distance with the Longbow SR. You'll find the handy weapon halfway through the semicollapsed access shaft on your way to the main dome.

ESCAPE MAIN DOME

Grab one of the rocket launchers dropped by your enemies and finish off the remaining baddies, then make a beeline to the dome's edge.

UNLOCKABLES

- MP MAP CARVER'S PRESS
- AURIC ART PACK 1
- MP SKIN DR. NO ELITE
- AURIC ART PACK 2
- MP OPTION LETHAL STRIKE

HONG KONG

Your pursuit of revenge against Dr. No takes you to Hong Kong, where a botched assassination attempt throws you into a gang war versus scores of Triad hitmen.

LOCATE SNIPER RIFLE

Eliminate guard resistance as you follow the waypoint cues that lead to the planted sniper rifle. Prepare yourself for some intense fighting—your Triad informant has just ratted you out to Dr. No and his legion of goons.

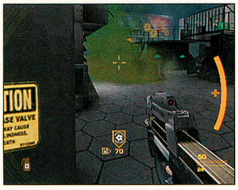
ESCAPE FROM TOWER

Duck behind cover and fight your way through the building interior to the zip-line exit. You can activate nearby rotating panels manually or remotely with your EM Hack ability for temporary cover, though it's best to stay on the move since you'll draw fire from all sides.

RENDEZVOUS ON THE CHEMICAL ROOFTOP

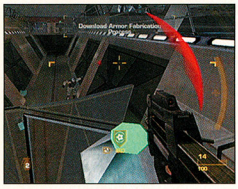
Eliminate your enemy's air support early to increase your chances of survival greatly. The moment you hear the unmistakable drone of Dr. No's aircraft squadron, head to the Dragon Fire controls near each statue and press the magic button to light up the night. You can use your EM Hack power to trigger the trap from a distance if you're pinned down.

GET TO NEON DISTRICT FOR PICKUP



Unleash a fog of silent but deadly gas upon Dr. No's stooges during your trek to the neon district by activating the valve controls near the perimeter of the chemical zone. Each valve is marked by a yellow warning sign. Conserve your ammunition by activating the death trap, then make your rounds and pick up any armor and weapons at your leisure.

DOWNLOAD ARMOR FABRICATION PROCESS



The armor lab is a large industrial hangar guarded by scores of armed personnel. Quickly dispatch the nearby foes, then download the secret armor plans from each of the computers in the room's center. Wipe the floor with enemies by enabling the sweeping death trap opposite each terminal.

ESCAPE ARMOR LAB

Once you step outside, fire Harpoon RL rockets and knock all aircraft out of the sky. Pick off snipers with the AR4 Commando or Longbow SR. Extra body armor and rockets are stashed behind the doors that flank the terrace. Jump on the zip line and ride to the next area once you've thinned enemy forces.

ENTER TUNNEL

Avoid making contact with the rooftop power transformers while you pick off targets patrolling high above on the billboards. Use the Harpoon RL to take out any air support, then fight your way to the twin skybridges. Shoot the protective glass and drop to the bridge floor to complete your trek into Triad territory.

REACH ROOFTOP

You can rack up Rogue Bonuses in the sauna by locking enemies in each steam room. Scour the first couple of rooms for armor and weapons before activating the death traps, since they'll lock you out after you trigger the mechanism. Don't get locked inside, or you'll be boiled alive.

ELIMINATE TRIAD INFORMANT

DESTROY AIRCRAFT

Wield the Harpoon RL and protect Ms. Galore's helicopter from Dr. No's aerial assault. There's plenty of ammo lying around, so fire away.

DESTROY DR. NO'S AIRCRAFT

The bad doctor's aircraft is heavily armored and can withstand massive punishment as it fires rockets. Strafe from cover to cover while you pound away at its skin with the Harpoon RL. There is a seemingly endless supply of ammo near the center of the wreckage, so stay close and reload often. If you need armor, check the roof corners.

REACH OBSERVATION DECK

DEFEND LANDING ZONE

You're only moments away from your rendezvous with Pussy Galore, but the landing zone is hot with flak. Circle the roof and eliminate all ground forces. Use the rocket launcher to take out any helicopters that appear and expend leftover ammunition on the thug of your choice.

RENDEZVOUS WITH PUSSY GALORE

UNLOCKABLES

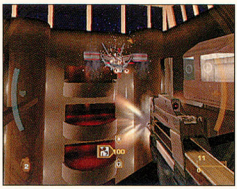
MP MAP BATHHOUSE
HONG KONG ART PACK 1
MP SKIN TRIAD INFORMANT
HONG KONG ART PACK 2
MP OPTION ADRENALINE

MIDAS CASINO

Harness your newly granted Polarity Shield and battle your way through Goldfinger's casino to protect the O.M.E.N. device from Xenia Onatopp's assault team.

REACH CASINO MAIN FLOOR

Engage your Polarity Shield to protect yourself from the circling helicopter's machine gun fire.



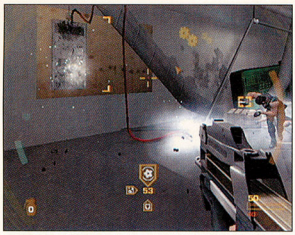
Use any weapons at your disposal to remove the aircraft from the elevator lobby before you step into the elevator car, or you'll risk getting chewed up by its chain gun on your ride to the bottom.

FIND BASEMENT ENTRANCE

FIND SERVICE CORRIDOR

Blast your way through the casino, but take periodic breaks to recharge your GoldenEye energy. Use the Predator MG to waste low-flying aircraft. Lob grenades through the windows over the bar area to eliminate trigger-happy guards.

REACH VAULT ENTRANCE



You'll encounter a small group of armed soldiers in the casino basement. Use your EM Hack ability to activate the breaker box from a safe distance; the result is an electrifying performance from some unlucky grunts.

FIND ALTERNATE VAULT ENTRANCE

FOLLOW TUNNELS TO VAULT

UNLOCK MAIN VAULT

Hack the overhead turrets in the main vault area—the extra firepower they provide will reduce the number of goons you'll need to dispose of yourself. Each vault control switch is guarded by a crack team of soldiers and a miniboss character bathed in the glow of his own Polarity Shield. Toss grenades or use the MK2 Detonator to knock the beefy foes on their backs.

PROTECT O.M.E.N. DEVICE

If you were smart enough to hack all the hallway turrets on your way through, this mission should be easy. Use the available Mag Rails in conjunction with your MRI Vision to protect the O.M.E.N. device from invading forces. You'll frequently be vulnerable to enemy fire while in the circular chamber, so keep moving. Activate your shield when necessary.

TEST-FIRE O.M.E.N. DEVICE

After you've protected the O.M.E.N. from Dr. No's forces, run to the platform and activate the device—you'll escape to safety and vaporize the invaders.

UNLOCKABLES

- MP MAP VAULT CORE
- MIDAS CASINO ART PACK 1
- MP SKIN ODDJOB
- MIDAS CASINO ART PACK 2
- MP OPTION REGENERATION

A TREASURE TROVE OF UNLOCKABLES

You are now halfway through the single-player story—four blistering campaigns lie ahead. You'll gain your final GoldenEye power, the Induction Field, during the Octopus assault. Its effect is fearsome—enabling the Induction Field will hurl unsuspecting villains to their demise. Intelligent implementation of each GoldenEye ability is crucial to completing your mission.

HOOVER DAM UNLOCKABLES

- MP MAP LOWER TURBINE
- HOOVER DAM ART PACK 1
- MP SKIN XENIA ONATOPP
- HOOVER DAM ART PACK 2
- MP OPTION EYE OVERCHARGE

CRAB KEY UNLOCKABLES

- MP MAP DR. NO'S REACTOR
- CRAB KEY ART PACK 1
- MP SKIN DR. NO
- CRAB KEY ART PACK 2
- MP OPTION SPEED LOADER

THE OCTOPUS UNLOCKABLES

- MP MAP FISSURE PLATFORM
- OCTOPUS ART PACK 1
- MP SKIN LAIR GUARD
- OCTOPUS ART PACK 2
- MP OPTION RAPID EYE DISCHARGE

VOLCANO LAIR UNLOCKABLES

- MP MAP GOLDENEYE'S RETREAT
- VOLCANO LAIR ART PACK 1
- MP SKIN LAIR ELITE
- VOLCANO LAIR ART PACK 2
- MP OPTION TURBO MODE

MULTIPLAYER DEATH TRAPS AND DANGERS

Crush, burn and hurl your friends to their doom in Showdown, Domination and Tug-o-War modes. Keep your GoldenEye on the lookout for the numerous hazards and traps in the multiplayer arenas listed on the following pages.

CHEMICAL SHOWDOWN 4P

SHOWDOWN

Several toxic vats filled with nuclear goo are the lethal hazards to avoid in this arena.

GEARS 4P

SHOWDOWN

You can hide behind the moving gears for temporary cover, but it's best to keep moving here.

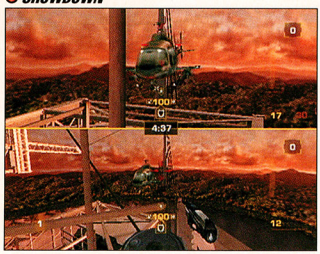
GOLDEN GATE BRIDGE 2P

SHOWDOWN

Dump your opponent like yesterday's garbage when you activate the trapdoor. You can also unleash a storm of bullets via the blimp switch. Power-ups rest on the support cables.

UPLINK 2P

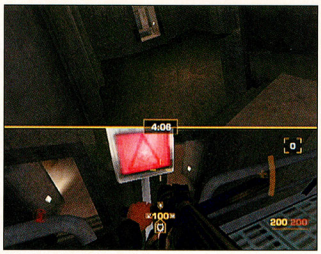
SHOWDOWN



Aside from featuring several trapdoors, Uplink hosts a rogue helicopter that will target anyone on sight. Shoot it down.

PYRAMID DUEL 2P

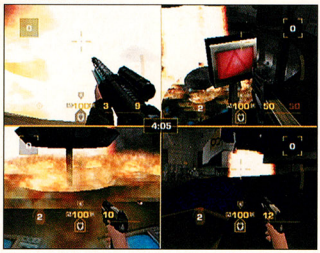
SHOWDOWN



Multiple control panels activate the sand pit, which will suck players to their doom.

MOONRAKER FUEL 4P

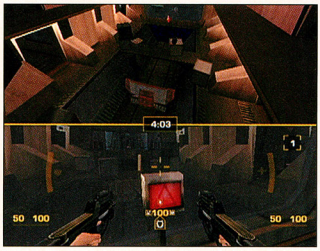
SHOWDOWN



Powerful weapons and power-ups act as bait below the engines of the *Moonraker* shuttle. Trigger the panel at the top of the service ramp to fry greedy opponents before they escape.

MOONRAKER PODS 2P

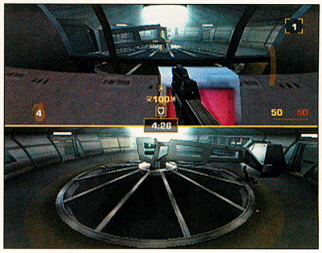
SHOWDOWN



You can flush the pod bay by pressing the switch at the far side of the level. If you need the armor or weapons inside the bay, stick to the perimeter of the floor for safety.

MOONRAKER LAUNCH 2P

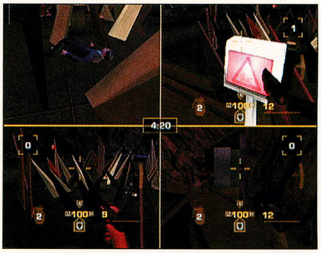
SHOWDOWN

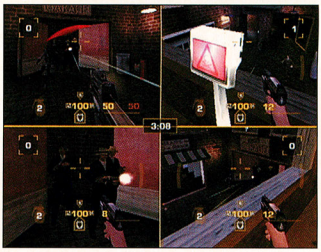


Much like the other Moonraker levels, the best power-ups are found inside a potentially deadly area. Activate the centrifuge the moment your enemy steps into the room.

FUNHOUSE 4P

SHOWDOWN





The legendary golden gun rests atop a pedestal surrounded by a spike trap—trip the switch while your greedy adversary is exposed. Several armed wax statues are located at opposite ends of the map. Trigger the trap mechanism and unload hot lead from the faux Capone's tommy gun.

MINING PIT 2P

SHOWDOWN **DOMINATION**

Each bridge over the mining pit has a pair of release controls at either end. Activate them by hand or with the EM Hack ability to drop your foe.

PYRAMID SHOWDOWN 4P

SHOWDOWN

This is a four-player version of the Pyramid Duel map, complete with the quicksand pits.

ATLANTIS 4P

SHOWDOWN

Tread carefully through the underwater base, as any misstep from on high will end in drowning.

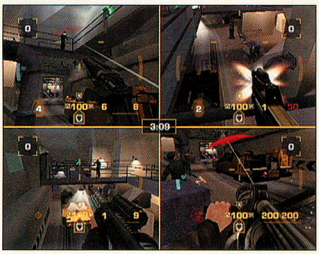
BORE TUNNEL 4P

SHOWDOWN **DOMINATION**

You'll find strong weapons inside the short hallways connecting the two parallel tunnels. Grab choice firearms before your competition.

TRANSIT TUNNEL 4P

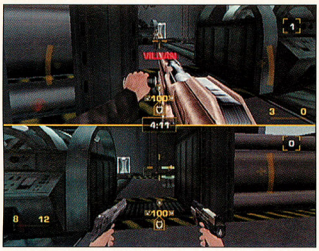
SHOWDOWN **TUG-O-WAR**



Firefights take place along one long corridor inside the transit tunnel. In Tug-o-War mode, activate three switches in sequence from the catwalks to shuttle the cart to your team's goal.

PUMP ROOM 2P

SHOWDOWN



Time your sprinting and avoid being compressed by the enormous pump-room machinery.

CARVER'S PRESS 2P

SHOWDOWN

Carver's Press plays host to three deadly traps: collapsible walkways, a giant press and an unstable electric generator.

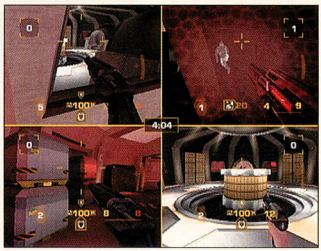
BATHHOUSE 4P

SHOWDOWN

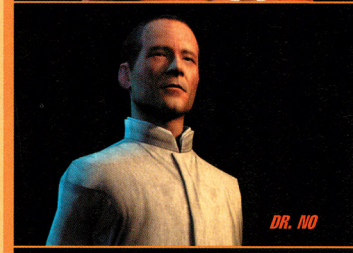
Straight-up deathmatch is the Bathhouse rule. Gather power-ups and weapons quickly.

VAULT CORE 4P

SHOWDOWN

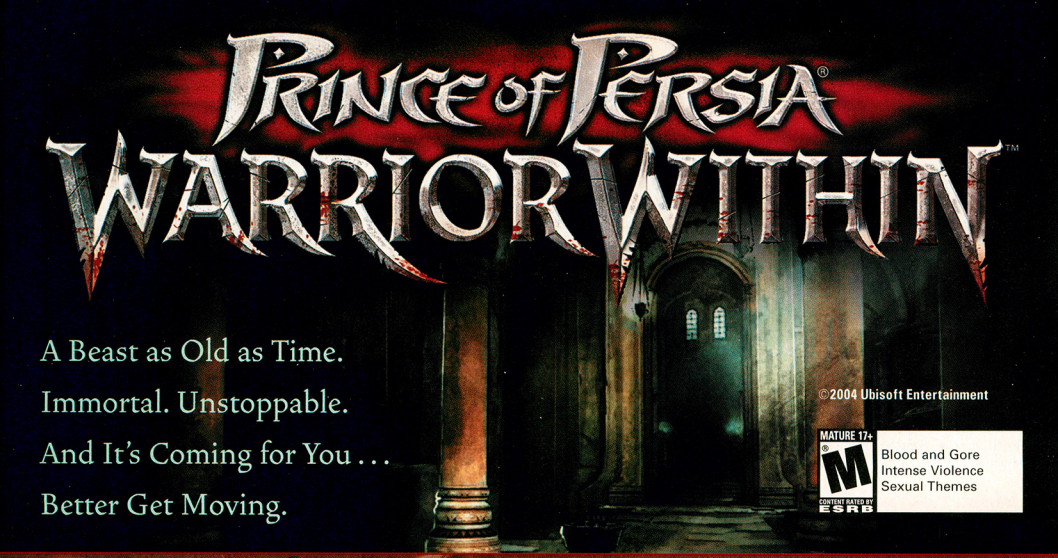


Possibly the tightest arena of multiplayer mode, the vault is a great venue for hectic gunfights.



EVIL EYE

The original GoldenEye on N64 let armchair agents use their skills for noble means. This time around, it's a self-guided sociopathic free-for-all. Spanning many fantastic locations inspired by a lineage of Bond films, GoldenEye: Rogue Agent is a stellar career opportunity for wannabe MI6 cadets interested in shady work.



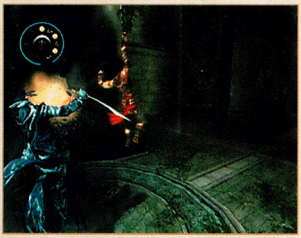
REACH THE FORTRESS ENTRANCE

Prince of Persia: Warrior Within combines intense combat with mind-blowing acrobatics, and figuring out where to go next is half the battle. The initial level takes place on a ship and culminates in a battle against the girl in black. Block her attacks, then strike with a B, B, B combo when you see an opening. Afterward, you'll wash up onto the Island of Time.

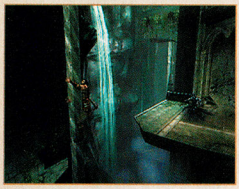
THE SPIDER SWORD

After a series of platforming challenges, you'll reach the fortress entrance, meet the girl in black and gain a new weapon: the Spider Sword. It's a basic tool, but it's a heck of a lot stronger than the stick you begin with.

~ Meet the Crow King

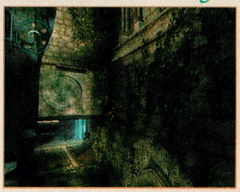


Your first true test is a mummylike creature called the Crow King. If you have two weapons, throw one to knock him off balance, then attack with an A, B, B combo. When the combo is over, hold R to block, then use the same combo to strike when the king pauses his attack for a moment. Watch out for the ledge—you'll fall off it if you get too close.



After you beat up on the king, he'll fly to a higher ledge. Face the door you came in, then climb up the small ledge on the left-hand side of the door. Wall-jump to the right-hand platform, then go to the edge of the ledge and run across the wall. When you hit a strip of ivy, jump to the nearby pillar. Leap to a second pillar, then to the ledge where the king waits. Fight him using the same strategy as before.

~ The End of the King



The Crow King will retreat to even higher ground when you best him the second time. Wall-run over the ivy-covered gate, then turn around and run back to the other side—you'll grab a ledge when you do. Jump up to a second ledge, then leap from there to a pillar. From the pillar, you can hop to the king's cliff. When you defeat him, run up the wall to press a switch, then go through the gate.

~ Reach the Portal

Defeat the enemies at the bottom of the room, then run up the pillar and grab the ledge. Crawl around the ledge and climb onto the metal grating, then go to the edge of the platform and wall-run to the ledge on the other side. Crawl left until you can go no farther, then drop and go down the hallway. The girl in black is at the portal on the far end, doing that voodoo that she does so well.

RECALL

When you travel through the portal, you'll gain the Recall ability. The new talent lets you rewind time by pressing and holding L—a handy talent if you miss a jump or otherwise perish. The meter at the top of the screen shows how far and how often you can rewind time, and is refilled when you win battles or bust open containers.

CHASE THE GIRL IN BLACK

The portal will take you back in time to a period when the temple was brand-spanking-new. Though this means you get to see it in all its splendor, it also means the traps are fully operational. Chalk it up to the price of beauty.

~ Logs and Saws and Thievery, Oh My

Time your running to avoid the large, spiked pillars, then wall-run across the gap once the giant saw-blade is at the bottom of the slot. On the far side of the gap is a lone enemy. You can steal his weapon by sneaking up behind him, pressing Y and then tapping X rapidly. The move works only if you have one weapon, not two.

~ It's Curtains for You

You need to reach the second floor to open the gate. Climb the pillar near the entrance and leap to the ledge, then jump from there to the railing and pull yourself over the rail. Run to the edge of the platform and jump to the nearby ledge, then crawl left until you can leap to another platform. From there, wall-run across the glowing red switch, then slide down the curtain and exit.

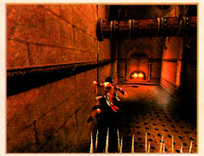
~ The Shadow Knows

Run through the room with a round stone carving on the floor (you can't do anything on the second floor until later) and maneuver through a series of traps. In the next large room, you'll face a pair of shadowy foes. Block their projectile attacks with the R Button, then move in and use a B, B, B combo to take them out.

~ The Four Pillars

Run up the long set of stairs and fight more baddies, then run down the hallway and somersault under the spinning blade. Leap to the far side of the pit and climb to the top ledge, then move right, drop and jump to the other side. When you reach a room with four pillars in it, climb the left-hand blocks to the top, then leap to the far pillar and jump from there to a ledge Wall-run up the ledge and propel yourself to the balcony.

~ Trapper Keeper



Head down the hall, avoiding traps as you go. When you reach a second ladder, leap from it to the ledge, then inch right and hop to another ladder. The most difficult trap is a bladed log that moves over a spiked floor. Wait for the log to start heading down, then run across the spikes for a split second. Just before they emerge (you'll see a puff of dust), wall-run to the other side.

~ Would You Like to Swing on a Bar?

In the next large room, you'll face multiple enemies—including a deadly female ninja. Once you've dispatched them, open the treasure chest on the lower ledge near the exit, then grab onto the bar in the middle of the room to start a swinging tutorial. Try to keep the camera centered behind you while you're on a bar—it makes swinging easier.

~ Onward and Upward

When you reach the first balcony, eliminate the foe and walk across a narrow beam. The prince balances automatically, but don't move too quickly, or you'll slip. Clear the next balcony, then use two bars, a wall jump and a beam to reach the balcony above. A ninja will attack immediately—see the next page for tips on fighting such foes.

Climb onto the edge of the balcony and vault to the beams in the middle of the room. Walk across them and jump to the balcony on the other side, then ice the enemies and leap to the curtain. As you fall, hold left and press A to spring to another, lower balcony. You'll have to fight a ninja while on a beam. Take a few steps, then wait for her to approach. When she does, press A to avoid her attack, then knock her off the beam with B. Use beams and a wall jump to reach the balcony above, then spring to the beam in the room's middle. Walk across and fight another ninja, then jump and hang on the lever to open the door—leap to the curtain and head for the exit.

~ Fighting Ninjas

The ninjas are very fast, and can cut you to ribbons in no time. Hitting them with combos is a bit tricky, so the best strategy is to lunge. Push toward a wall and press B to spring away from the wall with your swords at the ready. If you knock the ninja over (and you often will) stand over her and press B to impale her.

TAKE OUT THE GIRL IN BLACK

When you reach a massive pit, slide down the curtain and leap to a beam before you reach the end, then jump to three more beams (the landscape camera is helpful here). When you reach the spiked floor, roll across it before the spikes emerge. In the next room, you'll meet the girl in black. Block her assaults with the R Button. After she thrusts both swords in the air and screams, she'll attack once more. Wait for that final attack, then hit her with a B, Y, Y combo if you have two weapons or an A, B, B combo if you're using a single sword. When you lock blades, tap B rapidly then press the attack.

REACH THE HOURGLASS CHAMBER

Now that you've sent the girl in black to a warmer place, it's time to escort your new paramour. Unfortunately, you'll only have about three seconds of quality time before a building collapse leaves you on your own once again.

~ Pull the Statue

After you make short work of the girl in black, you can access a Life Upgrade hidden in a secret chamber. Grab the statue at the end of the room with R and pull it backward until a door opens. You'll have to navigate a brutal series of traps to reach the upgrade, so be careful—especially if your health is low after the boss battle.

LIFE UPGRADE

Life Upgrades increase the size of your life meter and allow you to do more damage with each swing of a weapon. They are optional, but helpful enough that you'll want them all.

~ Leaving the Room

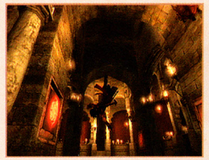
After you've collected the Life Upgrade, climb the rubble on the left-hand side of the room and launch yourself to the nearby ledge. Use bars and a wall jump to reach the rope. Keep holding R as you let go of the rope so you can wall-run to the beam.

Center yourself and drop to a lower beam. Jump to the ledge across the way and inch right, then cross a rock wall and hop to the ledge on the other side. Use bars and ledges to go left until you reach a second-floor walkway. Climb the rope and jump to the lever to close a set of shutters. Go back to the walkway, wall-run to a ledge and use the rope to reach a balcony. When ninjas show, lure them to the holey floor, then hit the switch on the wall to deploy spikes.

~ Log Ride

In the round area, run up the wall to grab a ledge, then use ledges and bars to ascend to the top of the room. Run across the spikes and up the wall until you grab a ledge, then climb as high as possible and leap to a bar. Once there, swing and use a wall jump to reach a bar above you. Vault to the ledge and crawl left until you can go no farther. When the log passes overhead, hurry onto the ledge and jump across the gap, then go right until you're safe. If the log is going to hit you, press X to hang from the ledge.

~ Malfunction!



When you reach the time portal, you'll find it's out of order. To activate it, you must run up walls and press four switches in the proper order. The order is random, so you'll need to do a bit of experimentation to get the thing up and running. Once all four switches are triggered, enter the portal.

EYE OF THE STORM

As soon as you go through the portal, you'll gain the Eye of the Storm ability. It allows you to slow down time for everything and everyone except yourself. It's invaluable for getting past traps, rolling through closing doors and accessing secret areas. It's also pretty handy in a fight.

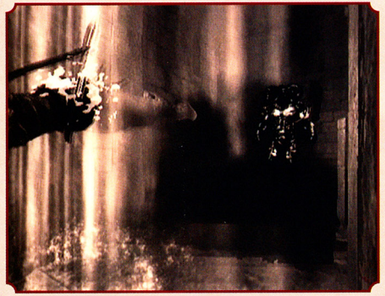
~ Time Waits for One Man

Your new power will help you get through the first trap you find, but you can also clear it without Eye of the Storm. Use the ledges to reach the bottom floor, then step on the switch, slow down time and run for the door. If you need more sand, break the jars.

~ Down to the Fight

After you see the Dahaka, wall-run to the beam on the left-hand side of your current position. Work your way around the edge of the room until you jump to a long beam, then hop from there to a square pillar. Get to the curtain and slide down, then jump to another beam and from there to a bar. Leap to a small rock island, then to the main platform in the middle of the room—where you'll have to fight four ninjas and three additional enemies. Rocket off the pillars to take out multiple foes, and use Eye of the Storm to gain the upper hand. If you don't feel like fighting or are low on health, make a mad dash for the ledge at the end of the main platform.

FLEEING THE DAHAKA



When you reach the outer wall of the castle, you'll meet the Dahaka face-to-face. Don't stick around to say hi—get running. Move quickly even after the cut scene, and don't bother breaking all the jars and barrels. You'll move through a familiar area before finally escaping the beast in the room that houses the first portal you saw.

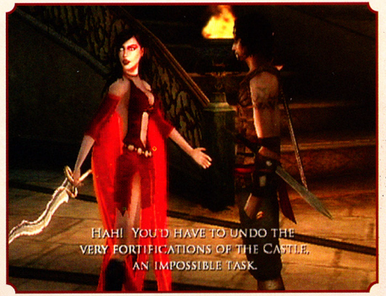
~ More Health Means More Happiness

Take the portal back to the past and move forward until you come to a familiar room covered in moss and ivy. If you feel like a quick side trip, climb the left-hand wall and jump to the platform, then wall-run to the far ledge and fight some foes. Break the barrels at the end of the ledge and step on the switch, then slow time and roll through the opening at the top of the stairs. In the following hallway, use wall runs and Eye of the Storm to clear the traps beyond and claim your prize—a Life Upgrade. When you're done, head back through the hallway, where the traps will now be disabled.

LIFE UPGRADE

The new Life Upgrade performs in the same manner as your previous one. You can collect the items at any time, but try to get them as soon as possible.

LADY IN RED



Go through the moss room and down a hall full of traps until you reach the room with four pillars inside. Go through the newly opened door and navigate the traps until you reach a lever on the wall. Stand on it to raise a door, then drop off the lever and roll under the door before it closes. In the next room, you'll find a new woman with very bad fashion sense.

THE SERPENT SWORD

The Serpent Sword is stronger than your previous weapon, and it lets you perform a B, B, B, B combo. The new blade also serves as a key to various towers in the game.

GET GOING

You've cleared one major hurdle, but there are more traps, tricks and twists ahead than you can imagine. Learn some new abilities and look for better weapons, because time is definitely not on your side.

PRINCE OF PERSIA®
WARRIOR WITHIN™

NINTENDO POWER®

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A NINTENDO GAMECUBE

MATURE 17+

CONTENT RATED BY ESRB

Blood and Gore
Intense Violence
Sexual Themes

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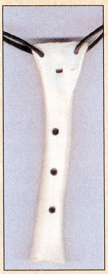

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STAR FOX® ASSAULT

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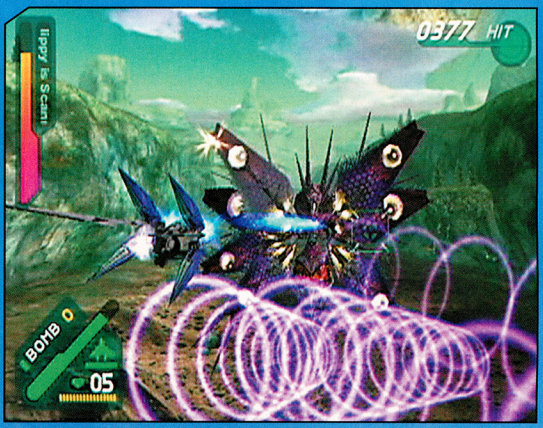
Full-On Fox

The GCN debut of the Star Fox crew was a satisfying adventure, but in February, Fox McCloud and his mates will trigger an all-out assault—a salute to action the likes of which the team hasn't seen since 1997's Star Fox 64. Fire up your Arwing and get ready to roll!

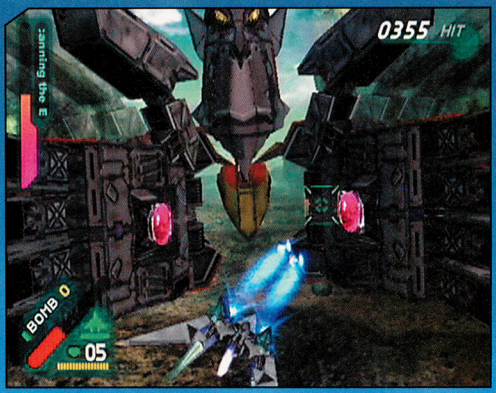
Bugs Abound

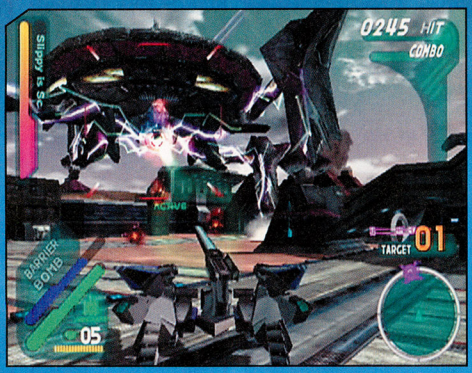
Nintendo's Star Fox: Assault features intense fighting, free flying, big personalities and bigger bosses, all wrapped up in a story that encompasses the entire Star Fox saga. Fresh from the fracas on Dinosaur Planet, Fox, psychic Krystal and the rest of the squad face foes—old and new—with help from supercharged vehicles and rocking weapons. Dr. Andross is out of the picture, but as the game begins, Andross's nephew, Andrew Oikonny, has slipped behind the controls of the doctor's signature monkey-head-shaped transformer. Little does he know that the oncoming Aparoid insect army will wipe him out, then spread throughout the Lylat system like a virus.



Target Acquired

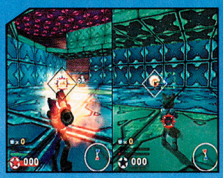
Combining the on-foot fights of Star Fox Adventures, the Landmaster tank skirmishes of Star Fox 64 and the franchise's ever-present Arwing space-shooter action, Star Fox: Assault is a three-pronged attack on alien evildoers. Some missions have you starting on foot, pounding enemies from inside a tank, then wrapping up with an Arwing dogfight. You can earn rewards by watching your teammates' backs, but you've got to keep an eye on your own ship, too. A damaged wing or hull brings you one step closer to defeat.





Four Score

Take a break from saving the galaxy and show off your piloting prowess in split-screen multiplayer matches for up to four competitors. The arenas range from mission areas to holographic training grounds. Some are specifically geared toward ground battles or space fights, while others accommodate every kind of action. If you're on-foot and going up against a Landmaster tank or an Arwing fighter, you have a serious disadvantage, but you can make it up with mobility and the ability to carry weapons such as a rocket launcher and a sniper rifle. Team play allows you to choose any team composition: two-on-two, three-on-one, two-on-one-on-one or every fighter for himself. The whole Star Fox crew gets into the act, but it's the abilities of the players—not the characters—that really make multiplayer matches shine.



Fox's Frontier

ARWING

A Star Fox mainstay from the start, the Arwing is a fast, easily maneuverable and versatile fighter, capable of both travelling through space and flying over a planet's surface.

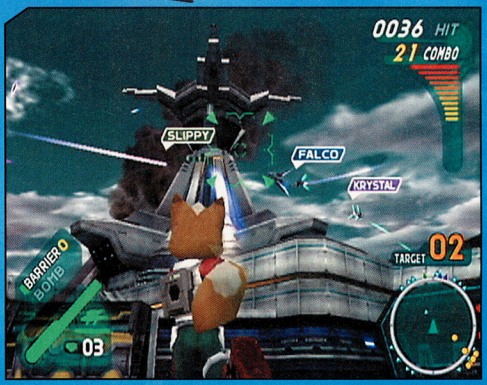
The four streamlined space fighters of the Star Fox team face a cloud of attackers that threatens to swallow the galaxy. With a steady hand and strong command over your Arwing, you've got to lead your team and gun for glory. If one of your mates has company, your charge is to zone in on the pursuers and pick them off before they fly out of range. When the Arwing's blaster is charged, it releases rapid-fire shots and locks on to targets. By flying through power-giving rings, you can upgrade your blaster, strengthen your shields or add bombs that blossom into enemy-crushing spheres when detonated. Faster and more versatile than a jet fighter, the Arwing can cut into enemies with a dynamic roll, evade attackers with a disarming loop and dart off with a burst of speed. The first Arwing mission follows a set path, but others are much more free-form.

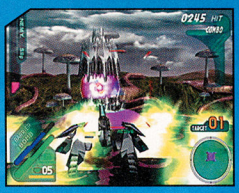
Total Annihilation

LANDMASTER TANK

The Landmaster tank is to ground battle what the Arwing is to space battle. It's the perfect vehicle for a base assault.

The brutish Landmaster tank bursts back onto the scene in Assault. Not only can the armored behemoth take on the toughest of enemies with its energy-blasting cannon, but it can perform a power roll like the Arwing and thrust into the air to fly over obstructions or take on enemy airships. The flight move is a must when battling the enormous alien mothership that descends at the end of Mission Two, since the ship's weak point is atop its domed roof. For times when the Landmaster is not available, or when you have to fight through interior corridors, you can continue your dominance over the alien hordes on foot. Most ground missions give you a reason to fight in and out of the tank. Mission Three starts with gameplay inside a spaceship, then moves to an Arwing battle after all of the interior targets have been defeated. To take on the Assault, you have to be ready for anything.





Out-Fox the Aparoids

The bugs are coming—swarms of them are descending on the Lylat System—and the Star Fox team is their only obstacle. When you're not attacking Aparoids, you'll be taking on turncoat Pigma Dengar or sparring with Wolf O'Donnell's Team Wolf. Star Fox: Assault marks a return to the franchise's action-packed roots with free-flowing space battles and ground wars that will rock your GCN. The stakes are high and the heat is on.

Activision brings one of the most critically acclaimed PC franchises to your console in an original game for the GCN.

CALL OF DUTY™ FINEST HOUR™

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FROM THE EASTERN FRONT AND BEYOND

Just one year ago, Call of Duty was hailed as one of the best shooters ever made, due in large part to its accurate depiction of battle. In an all-new console adventure, the franchise maintains its stellar gameplay and presentation, including uncanny WWII authenticity. The game consists of three campaigns, putting you in control of Russian, British and US soldiers. We'll help guide you through the Russian campaign as Germans invade the country.

NOT ONE STEP BACK

1 Follow Sgt. Puskov

Listen carefully to Sgt. Puskov's instructions as you navigate the treacherous battlefield—he'll keep you out of the line of fire. Use the yellow marker on the compass to keep track of Puskov's location, and search for health canisters if you sustain any damage.

2 Obtain a Rifle

Press B when the weapon icon appears to snatch up the abandoned rifle. You can carry two weapons at once and switch between them by using the Control Pad. When shooting, crouch or lie to steady your aim and press L to zoom in on your target. Stay low to avoid enemy fire.

3 Eliminate German Soldiers

After storming the refinery, stand away from the windows and zoom in to pick off the retreating Germans. If you maintain a safe distance, you won't attract any attention and you'll be able to reload at will.

4 Eliminate Machine Guns

Head up the stairs to get a clear shot at the machine gunners planted in the windows across the street. Follow Puskov into the building and collect any available health canisters. After kicking down the first door, enter the room to grab ammo. Stay low and use the walls and furniture for cover as you progress through the occupied building.

THE FLAG MUST FALL

1 Secure the Building

The aggressive Sgt. Puskov is seemingly invincible, so let him do the dirty work. Stay close behind and help him take down enemies. Use the C Stick to lean around corners while you're zoomed in on a target. When you reach the machine gun, stand back and watch your teammates attack.

2 Repel the Assault

Puskov will order you to man the machine gun after your comrade is hit. Fire liberally, moving the gun back and forth without worrying about precise aiming. If you hold off the Germans long enough, supersniper Tonya Pavelona will come to assist you. But don't relax yet.

3 Clear Three Pillboxes

Pick up the rapid-fire PPSH before moving downstairs into the fray. Head left and through the opening. Follow the trenches until you reach the pillbox, and fend off enemies along the way.

Take out the German machine gunner and collect any loot lying around the pillbox. Be prepared to fight your way out of the area and into the next set of trenches. Keep moving and stay low.

4 Firepower

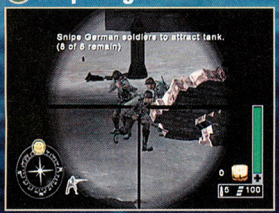
If you're looking for a more powerful weapon, visit the small shed to the east of the right-hand pillbox. It contains a hefty machine gun that'll help you complete the mission.

5 Storm the Bunker and Tear Down the Flag

When you reach the bunker, wait for your comrades to flank you, and crouch in front of the door. Steady your aim, and when the door opens, zoom in and take out as many Nazis as possible. If your aim is poor, your teammates will drop like flies and you'll have little chance of succeeding. Retreat for nearby health canisters if you need them. Your last task is to take down the flag. Walk up to the pole in the center of the room and press the action button.

DEAD IN HER SIGHTS

1 Snipe Eight Germans



Sniping requires a steady hand and calm nerves, but the rewards are great: one shot to the head or chest is guaranteed to eliminate an enemy. If you hit an enemy's extremity, you may only wound the target. Pick off the soldiers on the street below, crouching for cover when necessary.

2 Shoot the Tank Escort, Follow Pvt. Kirelenko

As the tank rounds the corner, take down one of the three German soldiers, then zoom out and watch the remaining escorts scamper for cover. Stay crouched beneath the window, out of view from the Nazi tank. Eliminate the two remaining escorts carefully, then follow Kirelenko out of the building, using tanks for cover.

3 Travel the Sewer

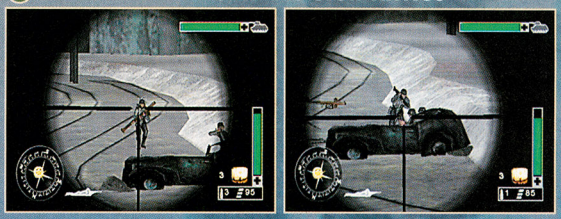
During the long trek through the sewer, wait for teammates to flank you around each corner, then get in position to snipe the enemies ahead. Utilize your grenades, lobbing them at clusters of soldiers. Bounce the grenades off walls if you don't have a straight shot, but be sure not to get too close to the resulting blast.

DEFEND THE FACTORY

1 Find the Commissar

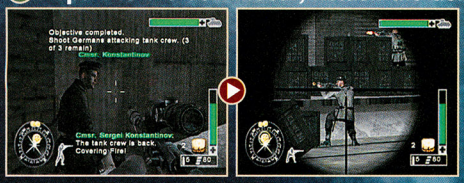
Follow your comrade through the trenches, crouching the entire way. An occasional mortar may slow you down, but don't stop moving.

2 Defend the Tank Until the Crew Arrives



Collect health before heading up the stairs—you'll need it. Plant yourself in the middle window and concentrate on sniping enemies who carry RPGs and set up machine guns. Don't stray from your position. Pivot left and right, listening for cues from your teammates.

3 Report to the Commissar, Attack the Germans



If you hold off the Germans for 10 minutes, you'll be in the clear. Don't let them set up a machine gun! If they break down the doors and storm the building, head downstairs and defend the tank. Don't forget to use a health canister when your meter is low. Once you've saved the tank, be prepared to snipe three more enemies when the doors swing open.

4 Helping Hand

Before you enter the tank, approach the wounded solider and press B when the icon appears to donate a health canister to him.

BREAK DOWN

1 Protect Sgt. Belinki

As the bombers pass overhead, collect the health canister behind the tank. Return to the front of the tank and kneel in front of Belinki. Shield the tank repairman and fend off the German troops with your rapid-fire PPSH. You can lie on the ground and support your gun with the Z Button for more accuracy and control.

2 Report to Headquarters, Stop the German Armored Advance

When you start driving the tank, focus on eliminating RPG-carrying enemies. Spray the ground with the tank's machine gun by pressing the Z Button, or unleash powerful blasts from the cannon with the R Button.

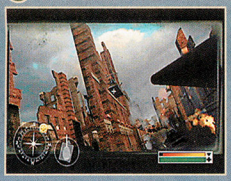
If you're stuck in a corner, press X to switch the camera to third-person view. Keep in mind that you'll have difficulty firing with precision from this viewpoint. From inside the tank, press L to zoom in on far-off targets. You can fire your weapon from the top of the tank.

3 Talk to the General and Get the Radio

Rumble the tank toward the headquarters, steamrolling all enemies in your path. When the coast is clear, jump out of the tank and head inside. The general will inform you that help is needed in Red Square. Grab the radio off the desk and collect health packs and ammo before you return to the tank.

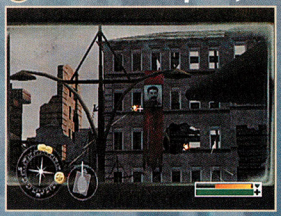
INTO RED SQUARE

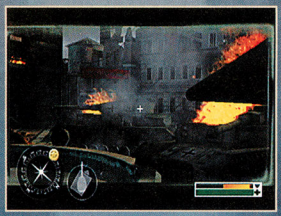
1 Onward



As you move down the narrow alley, watch for Germans with RPGs along the side of the road. Use the cannon against enemy tanks.

2 Retake Red Square, Eliminate Machine Gunners





As soon as you reach Red Square, shoot the gunners in the building, then destroy the tanks that block your path. Take down each gunner efficiently with your cannon. Don't forget to shoot the pesky soldiers that are running around with rocket launchers.

3 Enter the Train Station

More enemy tanks will be waiting near the entrance to the train station. Follow the Russian tanks to the station, stopping to destroy foes along the way. Once the area in front of the station is clear, ram the tank through the doors.

4 Deliver the Radio

Germans will strike from above as soon as you exit the tank. Head upstairs and clear out every room. You'll meet a few allies, and a nearby blast will reveal a room full of enemies. Engage in more battle and deliver the radio to your eager comrades.

OPERATION LITTLE SATURN

1 Repel Stukass

As planes fly overhead, use the machine gun to shoot them. When you receive the signal to move on, follow the Russian tanks.

2 Breach the Base, Proceed to the East Gate

Use your compass as a guide through the winding base. Be wary of bold soldiers approaching your tank with RPGs, and watch for gunners perched on lookout towers. Unleash the cannon to take down the gunners with one shot.

3 ARMORED UNITS

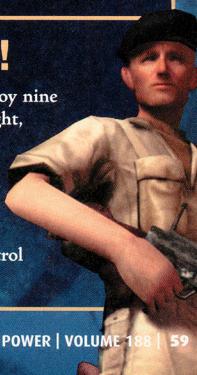
Your next goal is to take out the hiding armored units. Look in bunkers and behind buildings.

4 Eliminate the Antitank Crew

Secure the warehouse and dismount the tank. Climb the stairs and tread carefully through the rooms, eliminating the four anti-tank enemies along the way and using walls for cover when they fire RPGs at you. Once the German force is wiped out, backtrack though the warehouse and return to your tank.

AIRFIELD AMBUSH!

At the end of the base, you must destroy nine stationary planes. Work from left to right, firing shots into each hangar. Once all jets are destroyed, the final hangar will open, revealing a route to the airfield. Keep your tank off the runway, clear from departing planes. Crawl through trenches, avoiding gunners atop the control tower, to complete the mission.



METROID® PRIME 2 ECHOES

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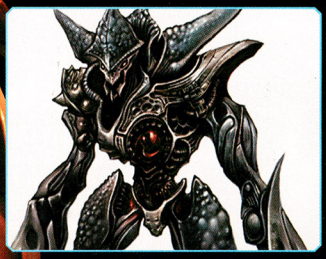
filling the logbook

Scanning is a main component of Metroid Prime 2 Echoes. It's how you learn about your enemies, the plot and the world around you, and it's also the only way to unlock some special goodies. On the next five pages, we'll share the name and location of every scannable item in the game, as well as strategy for items that are one-time-only scans or are otherwise difficult to find. The pages are divided into three sections (Creatures, Lore and Research) and are listed alphabetically. And though it goes without saying, the article contains a few spoilers. Read at your own peril.

reading entries

CATEGORY Subcategory

Logbook entry name
Location
If you have only one chance to scan an item, it will be shown in a red box. If it is rare, found in only one room or based on an in-game event, it will be in a blue box. In all other cases, the location refers to the first room where you can easily scan something—although many items appear in multiple rooms.



Concept art rules, and there are nearly 100 pieces of it waiting to be unlocked.

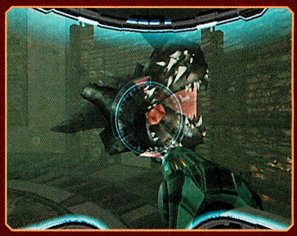
TEEN T CONTENT RATED BY ESRB
Animated Blood
Violence

creatures

The creatures of Aether are a wide and varied lot. Many of them are also one-time scans, so you'll need to be thinking fast. A good rule of thumb is this: if a creature undergoes some kind of significant change, you can usually scan it again. We suggest looking at all the red boxes before you begin so you have advanced warning of the trouble spots.

AETHER Aquatic / Large Aquatic

Alpha Blogg
Torvus Bog / Main Hydrochamber



There is only one Alpha Blogg. You can scan it from the outer edge of the Main Hydrochamber (as you're heading for the Gravity Boost) or wait until you fight it (right after you get the Gravity Boost).

Blogg
Torvus Bog / Hydrodynamo Station

AETHER Aquatic / Small Aquatic

Bloggling
Torvus Bog / Hydrodynamo Station
Blogglings (the small fry of Bloggs) appear only after you disengage the second lock in Hydrodynamo Station.

Hydlings
Torvus Bog / Torvus Lagoon

AETHER Flying / Large Flyers

Shredder
Torvus Bog / Torvus Lagoon

Shriekbat
Agon Wastes / Temple Access

Shrieker
Torvus Bog / Great Bridge

AETHER Flying / Small Flyers

Lightflyer
Great Temple / Transport B Access

Lumite
Agon Wastes / Plaza Access

Sandbats
Great Temple / Mining Plaza

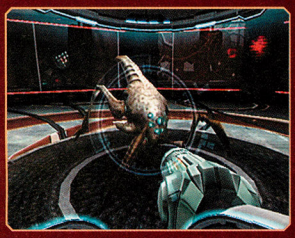
War Wasp
Temple Grounds / Sacred Bridge

AETHER Ground / Predators

Alpha Sandigger
Agon Wastes / Agon Temple

Scan this boss as soon as the fight starts—it quickly morphs into the Bomb Guardian.

Alpha Splinter
Great Temple / Temple Sanctuary



Scan this boss as soon as the fight starts—it quickly turns into the Dark Alpha Splinter.

Grenchler
Torvus Bog / Forgotten Bridge

Sandigger
Agon Wastes / Mining Plaza

Splinter
Temple Grounds / Industrial Site

Sporb
Torvus Bog / Abandoned Worksite

AETHER Ground / Surface Prowlers

Brizgee
Agon Wastes / Mining Station A

Green Kralee
Temple Grounds / Industrial Site

Kralee
Agon Wastes / Mining Station B

Krocuss
Torvus Bog / Grove Access

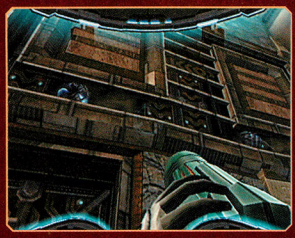
Lightbringer
Dark Agon Wastes / Duelling Range

Seedburster
Torvus Bog / Training Access

Seedbursters appear in Training Access after you disengage the second lock in Hydrodynamo Station, then again on your first trip through the Underground Tunnel.

AETHER Ground / Tunnel Prowlers

Pillbug
Agon Wastes / Portal Terminal



Look for the Pillbug in a tunnel near the last of three breakable blocks in Portal Terminal. This is your only chance to scan it, so don't muck it up.

Worker Splinter
Temple Grounds / Hive Tunnel

AETHER Mechanoids / Large

Ingsmasher
Sanctuary Fortress / Reactor Access

Ingsmashers are dormant (and unscannable) until you earn the Power Bomb. You can find them in several rooms throughout Sanctuary Fortress.

Mekenobite
Sanctuary Fortress / Sanctuary Temple

Mekenobites appear after you visit Sanctuary Energy Controller. You'll also find them in Sentinel's Path after fighting Quadraxis.

Quad CM
Quad MB
Sanctuary Fortress / Reactor Core

Quads don't reappear when defeated, so record the first one you see. Be sure to scan both the head and the body.

Watchdrone
Dark Torvus Bog / Dungeon

There are only two Watchdrones, and they both live in the Dungeon. You'll need the Light Suit to access them.

AETHER Mechanoids / Small

Diligence Class Drone
Sanctuary Fortress / Dynamo Access

Harmony Class Drone
Great Temple / Transport C Access

Mechlops
Sanctuary Fortress / Dynamo Access

There are only two Mechlops in the game, and they both live under the floor in Dynamo Access. Scan them from above.

Octopede
Sanctuary Fortress / Power Junction

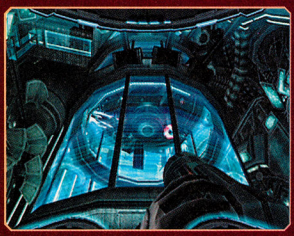
Rezbit
Sanctuary Fortress / Reactor Access

Serenity Class Drone
Sanctuary Fortress / Temple Transport Access

The harmless Serenity Class Drones can be found only in the right-hand wall of Temple Transport Access.

AETHER Mechanoids / Stationary

Caretaker Class Drone
Sanctuary Fortress / Main Research



The Caretaker Class Drone is easy to miss. You can scan it only from the ground floor of Main Research, and you'll have to look at the top of the room to find it. Once you start battling the drone, it's too late to scan it.

Growler Class Turret
Temple Grounds / Trooper Security Station

Humility Class Turret
Agon Wastes / Biostorage Access

Luminoth Turret
Temple Grounds / Fortress Transport Access

Vigilance Class Turret
Agon Wastes / Central Mining Station

If you destroy the turrets before scanning them, you won't be able to scan them again. Take a couple of hits to gain the entry.

DARK AETHER Darklings / Darkling Aquatic

Dark Blogg
Torvus Bog / Training Chamber

The weak Blogglings in Training Chamber will change into terrifying Dark Bloggs on your third visit to the room—it's the only place you can find them.

Dark Phlogus
Dark Torvus Bog / Dark Forgotten Bridge

DARK AETHER Darklings / Darkling Flyers

Dark Shredder
Dark Torvus Bog / Dark Torvus Temple

Dark Shredders appear only during the Chykka Larva fight. They occasionally float at you while the boss circles the platform.

Dark War Wasp
Ing Hive / Vault Attack Portal

Nightbarb
Dark Agon Wastes / Save Station 2

DARK AETHER | Darklings / Darkling Ground

Dark Alpha Splinter
Great Temple / Temple Sanctuary

This boss appears only once, near the beginning of the game. Scan and fight the Alpha Splinter, then wait for Ing to possess the creature and transform it into the Dark Alpha Splinter.

Dark Grenchler
Dark Torvus Bog / Dungeon

Dark Splinter
Temple Grounds / GFMC Compound

DARK AETHER | Darklings / Darkling Mechanoids

Corrupted Sentreye
Sky Temple Grounds / Abandoned Base

Dark Diligence Drone
Ing Hive / Hazing Cliff

There are only two Dark Diligence Drones in the game, and both are located at Hazing Cliff—near the edge of the Ing Hive.

Dark Ingsmasher
Ing Hive / Hive Portal Chamber

Dark Ingsmashers are rare, but you can find another one in Ing Hive / Hive Reactor.

Dark Quad CM
Dark Quad MB
Sanctuary Fortress / Sanctuary Temple

If you miss the Dark Quad in Sanctuary Temple, you can scan one at the Quadraxis fight. Get both the head and the body.

DARK AETHER | Darklings / Darkling Offworld

Dark Missile Trooper
Temple Grounds / Hive Chamber A

The Dark Missile Trooper gives you a Missile Expansion, but it's a one-of-a-kind creature—don't get greedy and miss it.

Dark Pirate Commando
Torvus Bog / Forgotten Bridge

Dark Pirate Trooper
Agon Wastes / Portal Terminal

Dark Preed
Dark Agon Wastes / Doomed Entry

Dark Tallon Metroid
Dark Agon Wastes / Phazon Site

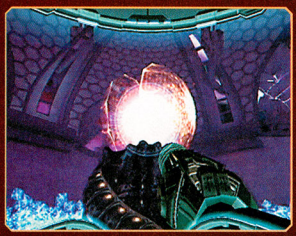
You can find Dark Tallon Metroids floating around Phazon Site, and a few more at the Phazon Grounds, located in the vacation paradise of Sky Temple Grounds. Scan them before they attach to your head.

Dark Trooper
Temple Grounds / Command Chamber

Dark Troopers show up a lot during the first hour of the game, but you can find them in the first few rooms at any time.

DARK AETHER | Emperor Ing

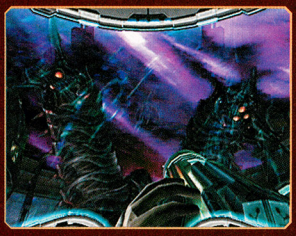
Emperor Ing Body
Emperor Ing Chrysalis
Emperor Ing Eye
Emperor Ing Head
Mutated Emperor Ing
Sky Temple / Sanctum



The Emperor Ing (the second-to-last boss in the game) takes on many different forms, so you'll need to scan all of the stages. In the first round, scan the head and body, then scan the eye once it appears (it looks like a large, glowing circle on top of the body). In stage two, scan the chrysalis before latching onto it with the Spider Ball. Finally, scan the Mutated Emperor Ing in the third stage.

DARK AETHER | Guardians / Amorbis

Amorbis 1
Amorbis 2
Dark Agon Wastes / Dark Agon Temple



Scan the worm as it leaps out of the ground to get the Amorbis 1 logbook entry. Once you defeat that version of the worm, wait for it to attach to the sphere in the middle of the room, then scan it again to get Amorbis 2. More worms appear during the fight, but you'll get the same entries if you scan them again.

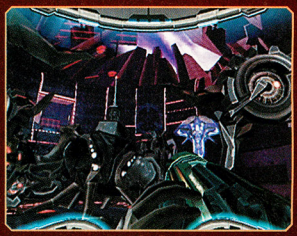
DARK AETHER | Guardians / Chykka

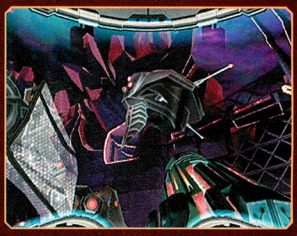
Chykka
Chykka Larva
Chyklings
Dark Chykka
Dark Torvus Bog / Dark Torvus Temple

The Chykka has several forms that can be scanned, and all of them are one-time opportunities. Scan the Larva (and the Dark Shredders) during stage one, then the two adult forms during stage two. The Dark Chykka will fire swarms of Chyklings at you—make sure that you scan them, too.

DARK AETHER | Guardians / Quadraxis

Damaged Quadraxis
Final Head Module
Quadraxis
Shielded Head Module
Stunned Head Module
Ing Hive / Hive Temple





Scan Quadraxis during stage one. There's no need to get the head and body—it's all one unit. After you disable the body and the head separates, scan the head to get the Shielded Head Module, and the body for the Damaged Quadraxis. When you disable the head's antenna, scan it again to get the Stunned Head Module. After you destroy all three antennae, scan the head a final time.

DARK AETHER Guardians / Sub Guardians

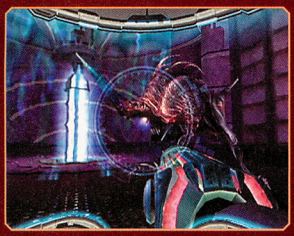
Bomb Guardian
Agon Wastes / Agon Temple

The Bomb Guardian is a boss, which means you have one chance to get it—wait for it to morph from the Alpha Sandigger.

Boost Guardian
Dark Torvus Bog / Dark Torvus Arena

The Boost Guardian spends much of its time as a puddle on the ground. Wait for it to re-form before you scan it.

Grapple Guardian
Dark Torvus Bog / Sacrificial Chamber



The Grapple Guardian is a one-and-done boss battle. Once you blow open the back shell, you'll need to scan it again to defeat it, but doing so won't add a logbook entry.

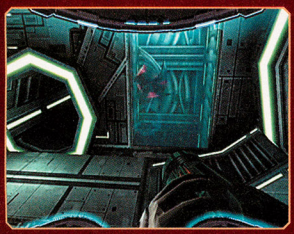
Jump Guardian
Dark Agon Wastes / Judgment Pit

The one-of-a-kind Jump Guardian stole your boots, and it's payback time! Take a moment to scan it before enacting your vengeance.

Power Bomb Guardian
Dark Torvus Bog / Undertemple

Like the other bosses, the Power Bomb Guardian is a one-shot deal. Look way, way up to scan the critter.

Spider Guardian
Sanctuary Fortress / Dynamo Works



When you enter Dynamo Works via the Workers Path, you'll see a tunnel with glass on either side. Wait for the Spider Guardian to appear, and scan it. If you enter the tunnel without scanning the boss, you'll miss your only chance.

DARK AETHER Ing

Darkling Tentacle
Dark Agon Wastes / Double Path

Hunter Ing
Dark Torvus Bog / Polluted Mire

Ing Larva Swarm
Ing Hive / Entrance Defense Hall

The Ing Larva Swarm appears only once—and it rushes at you, to boot—so move backward and scan like crazy to get the entry.

Inglet
Dark Agon Wastes / Crossroads

Ingstorm
Ing Hive / Temple Security Access

The Ingstorm is nothing more than a bunch of flying dots, but you can still scan it.

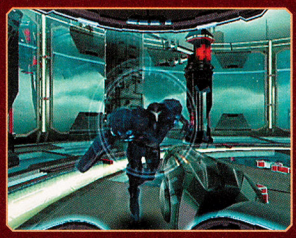
Warrior Ing
Dark Agon Wastes / Dueling Range

OFFWORLD Dark Samus

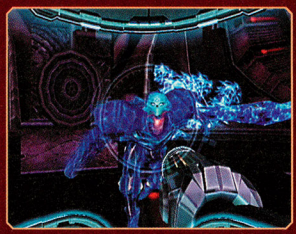
Dark Samus 1
Agon Wastes / Main Reactor

Dark Samus 2
Sanctuary Fortress / Aerie

Dark Samus 3
Dark Samus 4
Sky Temple / Sky Temple Gateway



You'll have to fight Dark Samus three separate times. The first battle is in the Main Reactor and the second takes place in Aerie. To get both the Dark Samus 1 and Dark Samus 2 logbook entries, you need to scan the boss once per skirmish.



During the last encounter with Dark Samus (at the very end of the game), you'll need to scan her twice. Take one scan as soon as the fight starts, then wait for her to change forms and start floating to get the fourth and final scan.

OFFWORLD Metroids

Infant Tallon Metroid
Agon Wastes / Biostorage Station

The Infant Tallon Metroids will appear in Biostorage Station near the end of the game. They emerge from the cocoons at the top of the room, but be careful—if you blast all the cocoons, no more infants will appear.

Tallon Metroid
Agon Wastes / Biostorage Station

The best time to scan a Tallon Metroid is while it's inside the Biostorage Station tank. You can also find them in Bioenergy Production near the end of the game.

OFFWORLD Pirates

Pirate Aerotrooper
Agon Wastes / Bioenergy Production

Pirate Commando
Torvus Bog / Torvus Grove

Pirate Grenadier
Agon Wastes / Command Center

After you get the Dark Beam, you'll encounter a pair of Pirate Grenadiers in the Command Center.

Pirate Trooper
Agon Wastes / Mining Station A

Preed
Torvus Bog / Hydrodynamo Station

lore

There are three kinds of lore in the game. Luminoth Lore is found by scanning either colored holograms on the walls, bodies of deceased Luminoth warriors or the large black pillars in Sky Temple Gateway. The Space Pirate Logs are located on computer terminals in Agon Wastes, while the Trooper Logs are found by scanning the bodies of federation soldiers. Lore never moves or vanishes, so you can scan it whenever you feel the urge.

LUMINOTH LORE A-Kul's Clues / Cadre 1 Clues

B-Stl's Key
G-Sch's Key
J-Stl's Key
S-Dly's Key
Sky Temple Grounds / Sky Temple Gateway

LUMINOTH LORE A-Kul's Clues / Cadre 2 Clues

C-Rch's Key
D-Isl's Key
J-Fme's Key
M-Dhe's Key
S-Jrs's Key
Sky Temple Grounds / Sky Temple Gateway

LUMINOTH LORE Conflict / Final Phase

Sanctuary Falls
Sanctuary Fortress / Watch Station
Twilight
Sanctuary Fortress / Sanctuary Entrance

LUMINOTH LORE Conflict / First Phase

Dark Aether
Torvus Bog / Torvus Energy Controller
New Weapons
Torvus Bog / Gathering Hall
Our War Begins
Torvus Bog / Underground Tunnel
Recovering Energy
Torvus Bog / Training Chamber
The New Terror
Torvus Bog / Catacombs

LUMINOTH LORE Conflict / Second Phase

Agon Falls
Sanctuary Fortress / Sanctuary Energy Controller
Shattered Hope
Sanctuary Fortress / Main Gyrochamber
The Final Crusade
Sanctuary Fortress / Hall of Combat Mastery
The Sky Temple
Temple Grounds / Fortress Transport Access
Torvus Falls
Sanctuary Fortress / Main Research

LUMINOTH LORE History / Dark Age

Age of Anxiety
Temple Grounds / Meeting Grounds
Cataclysm
Agon Wastes / Mining Station A
The Ing Attack
Torvus Bog / Path of Roots
The World Warped
Temple Grounds / Path of Eyes

LUMINOTH LORE History / Golden Age

Light of Aether
Agon Wastes / Portal Terminal
Origins
Great Temple / Main Energy Controller
Our Heritage
Temple Grounds / Transport to Agon Wastes
Saving Aether
Agon Wastes / Agon Energy Controller
The Stellar Object
Agon Wastes / Mining Station B

LUMINOTH LORE Keybearer Lore / Cadre 1

A-Kul's Testament
Sky Temple Grounds / Sky Temple Gateway
B-Stl's Testament
Agon Wastes / Main Reactor
G-Sch's Testament
Torvus Bog / Catacombs
J-Stl's Testament
Agon Wastes / Central Mining Station
S-Dly's Testament
Torvus Bog / Torvus Lagoon

LUMINOTH LORE Keybearer Lore / Cadre 2

C-Rch's Testament
Sanctuary Fortress / Dynamo Access
D-Isl's Testament
Temple Grounds / Storage Cavern A
J-Fme's Testament
Temple Grounds / Industrial Site
M-Dhe's Testament
Temple Grounds / Landing Site
S-Jrs's Testament
Sanctuary Fortress / Sanctuary Entrance

SPACE PIRATE LOGS Cycle 4

Log 44681 Phazon Operations
Log 48853 Local Conflict
Agon Wastes / Command Center

SPACE PIRATE LOGS Cycle 5

Log 50086 Great Discoveries
Log 54421 Rift Portal
Agon Wastes / Command Center

SPACE PIRATE LOGS Cycle 6

Log 62217 Phazon Raids
Agon Wastes / Command Center
Log 63622 The Hunter
Agon Wastes / Biostorage Station
Log 67135 Security Breach
Agon Wastes / Save Station C
Log 69898 Shadow War
Agon Wastes / Main Reactor

SPACE PIRATE LOGS Cycle 7

Log 70136 Federation Attack
Agon Wastes / Security Station B
Log 71599 Two Hunters
Agon Wastes / Central Mining Station

TROOPER LOGS Force One

CAPT A. Exeter
LCPL J. Brode
PFC G. Haley
PFC I. Crany
PFC S. Milligan
SPC F. Triplette
Temple Grounds / GFMC Compound

TROOPER LOGS Force Two

GSGT C. Benet
Temple Grounds / Command Chamber
PFC E. Denys
Temple Grounds / Sacred Bridge
PFC L. Bourda
Temple Grounds / Communication Area
PFC M. Veroni
Temple Grounds / Collapsed Tunnel
SPC B. Reevs
Temple Grounds / Command Chamber
SPC M. Angseth
Temple Grounds / Trooper Security Station

research

Research logbook entries can take many forms, including mechanical objects, local plant life and your own spaceship. Many of the research items (such as portals, crystals and Kinetic Orb Cannons) show up all over the place, but a few are location-specific. There are even two that are one-time-only scans, so watch yourself.

AETHER STUDIES Aether

Aether
Agon Wastes / Command Center

Dark Portal
Agon Wastes / Portal Terminal

Energy Controller
Great Temple / Main Energy Controller

U-Mos
Great Temple / Main Energy Controller

AETHER STUDIES Dark Aether

Dark Aether
Agon Wastes / Command Center

Light Portal
Dark Agon Wastes / Dark Oasis

Phazon
Agon Wastes / Main Reactor

BIOLOGY Cocoons

Metroid Cocoon
Agon Wastes / Biostorage Access
Metroid Cocoons appear in Biostorage Station near the end of the game. Scan one before you blast them.

Splinter Cocoon
Temple Grounds / Industrial Site

War Wasp Hive
Temple Grounds / Sacred Path

BIOLOGY Darklings

Dormant Ingclaw
Sky Temple Grounds / Accursed Lake

Ing Webtrap
Dark Agon Wastes / Battleground
The Ing Webtrap shows up only while you are battling Warrior Ing for the Dark Temple Key. It's located over the door that you used to enter the room.

Ingclaw
Dark Agon Wastes / Watering Hole

Webling
Dark Agon Wastes / Feeding Pit Access
After you get the Light Beam, you'll need to clear out a series of Weblings. Scan them first, because it's your only chance.

BIOLOGY Ing Storage

Bladepod
Dark Agon Wastes / Portal Site

Flying Ing Cache
Sky Temple Grounds / Defiled Shrine
Use your Dark Visor to locate a Flying Ing Cache, then shoot it once to expose it. If you miss the first one, got for one of the others.

Ingsphere Cache
Dark Torvus Bog / Dark Forgotten Bridge

Ingworm Cache
Ing Hive / Culling Chamber

BIOLOGY Plantforms

Agon Bearerpod
Agon Wastes / Transport to Temple Grounds

Bloatsac
Torvus Bog / Forgotten Bridge

Blueroot Tree
Agon Wastes / Agon Map Station
Agon Wastes is lousy with Blueroot Trees, but the only one you can scan is a lonely sapling at the far side of Agon Map Station.

Sandgrass
Agon Wastes / Plaza Access

Torvus Bearerpod
Torvus Bog / Transport to Temple Grounds

Torvus Hanging Pod
Torvus Bog / Temple Transport Access

LUMINOTH TECHNOLOGY Lift Crystals

Dark Lift Crystal
Dark Agon Wastes / Hall of Stairs

Liftvine Crystal
Dark Torvus Bog / Brooding Ground

Light Lift Crystal
Dark Agon Wastes / Doomed Entry

LUMINOTH TECHNOLOGY Light Beacons

Energized Beacon
Shoot a Light Beacon with the Light Beam.

Light Beacon
Most rooms in Aether's Dark World

Nullified Beacon
Shoot a Light Beacon with the Dark Beam.

Super Beacon
Shoot a Light Beacon with the Annihilator Beam.

LUMINOTH TECHNOLOGY Light Crystals

Energized Crystal
Shoot a Light Crystal with the Light Beam.

Light Crystal
Most rooms in Aether's Dark World

Nullified Crystal
Shoot a Light Crystal with the Dark Beam.

Super Crystal
Shoot a Light Crystal with the Annihilator Beam.

LUMINOTH TECHNOLOGY Utility Crystals

Dark Sentinel Crystal
Dark Torvus Bog / Dark Forgotten Bridge

Sentinel Crystal
Torvus Bog / Great Bridge

MECHANISMS GF Security

GF Bridge
Temple Grounds / Industrial Site

GF Gate Mk VI
Temple Grounds / Hive Chamber A

GF Gate Mk VII
Temple Grounds / Dynamo Chamber

MECHANISMS Systems

Bomb Slot
Temple Grounds / Command Chamber

Grapple Point
Dark Torvus Bog / Sacrificial Chamber

Kinetic Orb Cannon
Temple Grounds / GFMC Compound

Spider Ball Track
Sanctuary Fortress / Dynamo Works

Spinner
Torvus Bog / Forgotten Bridge

Wall Jump Surface
Ing Hive / Central Hive West Transport

MECHANISMS Vehicles

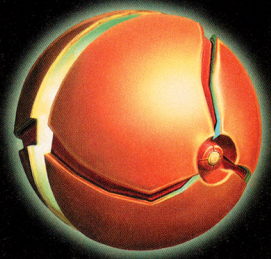
GFS Tyr
Temple Grounds / GFMC Compound

Pirate Skiff
Agon Wastes / Central Mining Station

Samus's Gunship
Temple Grounds / Landing Site

logged in

You'll unlock concept art when you've added 40, 60, 80 and 100 percent of the total scans to your logbook. To view the art, go to the main menu and select Image Gallery. Now get out there and scan like your visor is on fire!



CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

THE URBZ: SIMS IN THE CITY
CONVERSATION TOPICS—PAGE 68

This month's Classified Information has a little bit of everything. Wanna listen to Public Enemy while you pummel Snoop Dogg? Check. Wanna pit Tiger Woods against Jack Nicklaus in his prime? Check. Wanna know what to talk about to get Gramma Hattie to like you? Well, that's kind of weird, but whatever floats your boat. Check.

DEF JAM: FIGHT FOR NY GCN
DONKEY KONG COUNTRY 2 GBA
THE INCREDIBLES GCN
NBA LIVE 2005 GCN
TIGER WOODS PGA TOUR 2005 GCN
THE URBZ: SIMS IN THE CITY GBA/DS

TIGER WOODS PGA TOUR 2005

GCN

TEE TIME

HIT THE LINKS WITH NEW GEAR, COURSES AND GOLFERS.

Like last year's game, Tiger Woods PGA Tour 2005 features a bevy of unlockables. You'll find the password-entry screen in the EA Sports Options & Extras menu. Note that all passwords are case-sensitive. When you input a password correctly, you'll hear someone (not Kool-Aid Man, unfortunately) quietly proclaim, "Oh yeah!" If you mess up, the voice will tell you, "That's not good."

TOUR VIP

The passwords below will unlock every course in the game, a new area in SkillZone mode and tons of equipment, apparel and accessories from a variety of manufacturers. The easiest way to check out all of your new gear afterward is to search the Pro Shop by the corresponding brand(s).

PASSWORD	UNLOCKABLE
THEWORLDISYOURS	ALL COURSES
NIGHTGOLFER	THE ROOF SKILLZONE
91treSTR	ADIDAS GEAR
cgTR78qw	CALAWAY GOLF GEAR
CL45etUB	CLEVELAND GOLF GEAR
FDGH597i	MAXFLI GEAR
YJHk342B	NEVER COMPROMISE GEAR
kjnMR3qv	ODYSSEY GOLF GEAR
R453DrTe	PING GEAR
cDsa2fgY	TAG HEUER GEAR

The passwords will help you unlock some swanky gear, but you'll still need to earn money to purchase it.

PASSWORDS

CRY ME A RIVER

The game's roster of unlockable golfers includes fictional characters, PGA legends and at least one ex-boyfriend of Britney Spears.

PASSWORD	GOLFER
THEMAGICIAN	SEVE BALLESTEROS
THEBEEHIVE	BEV "BOOMER" BOUCHIER
DDDOUGLAS	DION "DOUBLE D" DOUGLAS
SOSWEET	ADRIANA "SUGAR" DULCE
GREENCOLLAR	HUNTER "STEELHEAD" ELMORE
TOOTALL	BILLY "BEAR" HIGHTOWER
PUREGOLF	BEN HOGAN
ENGLISHPUNK	KENDRA "SPIKE" LOVETTE
NICESOCKS	ALASTAIR "CAPTAIN" MCFADDEN
SIXSHOOTER	JEB "SHOOTER" MCGRAW
GOLDENBEAR	JACK NICKLAUS
TEMPTING	APHRODITE PAPADAPOLUS
THEKING	ARNOLD PALMER
BLACKKNIGHT	GARY PLAYER
DOUBLER	RAQUEL "ROCKY" ROGERS
LANDOWNER	CAESAR "THE EMPEROR" ROSADO
INTHEFAMILY	BUNJIRO "BUD" TANAKA
ALTEREGO	THE HUSTLER
THETENNESSEEKID	JUSTIN TIMBERLAKE
REGGIE	REGINALD "REG" WEATHERS
RICHGIRL	TIFFANY "TIFF" WILLIAMSON
NEWLEGEND	SUNDAY TIGER WOODS

The Hustler is actually another version of Justin Timberlake. Because golf fans just can't get enough of J.T.

THE INCREDIBLES — GCN

▼ HEROIC CHEATS — CODES

ENHANCE YOUR INCREDI-POWERS.

Sometimes, even a superhero needs a little extra help. To enter any of the passwords below, start the game and select Secrets from the pause menu. A "Cheat Accepted" message will pop up to confirm that the code worked. If a password has a persistent effect (like big head mode), you can input it again to turn off the effect.

CODE	EFFECT
ATHLETESFOOT	CREATES A FIRE TRAIL BEHIND YOUR CHARACTER
BHUD	HIDES YOUR METERS
BOAPLACE	MAKES THE GAME 20% EASIER
BWTHEMOVIE	SLOWS DOWN GAMEPLAY
DANIELTHEFLASH	TEMPORARILY ENABLES YOU TO PERFORM INCREDI-MOVES WITHOUT DEPLETING YOUR INCREDI-METER
DEEVOLVE	ACTIVATES SMALL HEAD MODE
EINSTEINIUM	ACTIVATES BIG HEAD MODE
FLEXIBLE	FILLS MRS. INCREDIBLE'S INCREDI-METER
GAZERBEAM	TEMPORARILY CAUSES LASERS TO SHOOT FROM YOUR CHARACTER'S EYES
KRONOS	ALLOWS YOU TO DEFEAT ENEMIES WITH A SINGLE PUNCH
SASSMODE	SPEEDS UP GAMEPLAY
SHOWTIME	FILLS MR. INCREDIBLE'S INCREDI-METER
SMARTBOMB	DESTROYS EVERYTHING IN THE AREA
UUDDLRLRBAS	REFILLS 25% OF YOUR HEALTH METER

DONKEY KONG COUNTRY 2 — GBA

▼ MONKEY BUSINESS — CODES

OPEN A BARREL OF CHEATS.

Choose Start from the main menu, then select Options and Cheats to key in one of the following passwords. If the cheat works, you'll return to the Select Save Slot menu automatically. You can enable only one cheat at a time.

CODE	EFFECT
FREEDOM	OPENS EVERY LEVEL IN THE GAME
HELPME	GIVES YOU 15 LIVES
KREDITS	ROLLS END CREDITS
ONETIME	UNLOCKS MUSIC PLAYER
RICHMAN	GIVES YOU 10 BANANA BUNCH COINS
ROCKARD	ELIMINATES DK AND STAR BARRELS
WEAKLING	GIVES YOU 55 LIVES
WELLRICH	GIVES YOU 50 BANANA BUNCH COINS

DEF JAM: FIGHT FOR NY — GCN

▼ YO! NP RAPS — CODES

EARN FREE REWARD POINTS AND ADD TRACKS TO YOUR BEAT BOX.

In your battle for the Big Apple, you normally have to win a match to accumulate the reward points needed to unlock new characters and venues. Forget that noise. We've got five passwords that will give you 100 reward points each. Choose Extras from the main menu, then select Cheats and type in the codes. While you're at it, you can fill your beat box with 10 new songs.

CODE	UNLOCKABLE
CROOKLYN	100 REWARD POINTS
DUCKETS	100 REWARD POINTS
GETSTUFF	100 REWARD POINTS
NEWJACK	100 REWARD POINTS
THESOURCE	100 REWARD POINTS
AKIRA	"DRAGON HOUSE" BY CHIANG
BIGBOI	"BUST" BY OUTKAST
CARTAGENA	"TAKE A LOOK AT MY LIFE" BY FAT JOE
CHOCOCITY	"COMP" BY COMP
GHOSTSHELL	"KOTO" BY CHIANG
KIRKJONES	"MAN UP" BY STICKY FINGAZ
MILITAIN	"ANYTHING GOES" BY C-N-N
POWER	"O.G. ORIGINAL GANGSTER" BY ICE T
PUMP	"WALK WITH ME" BY JOE BUDDEN
RESPECT	"MOVE!" BY PUBLIC ENEMY

NBA LIVE 2005 — GCN

▼ IT'S GOTTA BE THE SHOES — CODES

OUTFIT YOUR TEAM WITH NEW THREADS OR BUILD A DYNASTY.

Instead of punching fans, why not use these passwords to unlock some stylin' kicks? Go to My NBA Live, then enter the EA Sports Lounge and select NBA Codes. To input the final code, you must enter the lounge from Dynasty mode.

CODE	UNLOCKABLE
XVLJD9895V	NIKE AIR UNLIMITED
234SDJF9W4	NIKE AIR ZOOM GENERATION LOW
1KENZO23XZ	NIKE AIR LEBRON II
0984ADF90P	NIKE BG ROLLOUT
VNBA60230T	NIKE HUARACHE 2K4
2388HDFCBJ	NIKE SHOX ELITE
JRE7H4D90F	ALTERNATE 2004-2005 NEW ORLEANS HORNETS JERSEYS
BHD87YY27Q	ALTERNATE 2004-2005 SEATTLE SUPERSONICS JERSEYS
PRYI234N0B	ALL HARDWOOD CLASSICS JERSEYS
FHM389HU80	ALL SHOES
1NVDR89ER2	ALL TEAM GEAR
YISS55CZ0E	50,000 DYNASTY POINTS

SAY ANYTHING

STRATEGY

GET OTHER URBS TO LIKE YOU BY BRINGING UP THE RIGHT SUBJECTS.

Our Playing the Field article in this issue (page 88) discusses the in and outs of social interaction for three DS titles, including The Urbz: Sims in the City. When you're not seeing to the base needs of your Urb or satisfying mission objectives in the DS or GBA version of the game, you're likely speaking to other Urbz in hopes that they will see you in a favorable light. A relationship score of 50 or better with an Urb who is associated with a rep group will earn you a rep point with that group. A score of 75 or better with any Urb earns you a string of Xizzle Beads, which you can use to activate a Xizzle (a power-up) in a trade with the Club Xizzle bouncer. You get rep-point rewards for maxing out your relationship with the leader of the rep group that you're targeting or for fostering a negative relationship with the leader of that group's rival clique. The way to get Urbz to like you is to talk about subjects that they enjoy. By reading each Urb's response to your queries, you'll get an idea of which subjects are positive and which are negative. Those subjects and their relationship-point changes are shown in the table below, which was provided by the Urbz experts at EA. You'll see, for example, that every Urb responds positively to the subject of jobs, while most Urbz respond negatively to insults or intimidation. If your Urb hugs or kisses another Urb, you'll gain two points if the gesture is accepted, but lose three points if it is rejected. The subject of Jibba Jabba comes up only if you've activated the Jibba Jabba Xizzle. In the DS version, you can earn access to the Xizzle by giving the response "City Grammar" to the Create-an-Urb question, "Your new song has hit the top of the charts! What's it called?" In the GBA version, the question is "What's the quickest way to get into an exclusive dance club?" and the appropriate answer is "Tell some jokes."

	ALIENS	ANNOY	APOLOGIZE	ART	BAD PUN	BAYOU	BOOKS	BRAG	CALL NAME	CARNIVAL	CARS	CHEER UP	COFFEE SHOP	COMPLAIN	COMPLIMENT	COMPUTERS	CONSTRUCTION	COOKING	COSMOS	CRIME	CRY	DANCING	ENTERTAIN	EXERCISE	FLIRT	GAMES	GOSSIP	GRAVEYARDS	HEALTH	HOBBIES	HOME	HOME DECOR	HUG (Y/N)	HYGIENE	INSULT
BAYOU BOO (VAMPIRE)	1	-3	3	-2	3	3	3	-3	-3	-2	-2	3	-3	-3	3	0	3	1	3	-3	0	0	3	-3	3	3	-3	-3	2	3	2	2	2/-3	1	-3
BAYOU BOO (NORMAL)	1	-3	3	-2	3	1	3	-3	-3	3	-3	3	-3	-3	3	0	3	-3	3	-3	0	0	3	-3	3	3	-3	-3	3	3	3	3	2/-3	3	-3
BERKELEY CLODD	1	0	-2	3	2	2	2	-3	-3	1	-3	3	-2	-2	2	2	0	1	-3	1	-1	0	1	2	3	3	2	2	2	-3	-3	1	2/-3	0	-3
CANNONBALL COLEMAN	2	-2	1	3	2	0	2	-4	-4	1	-2	2	1	-3	2`	-3	-2	3	3	0	2	2	2	2	3	1	1	2	1	2	2	0	2/-3	-3	-5
CRAWDAD CLEM	1	-1	1	-2	1	3	2	-1	-2	-2	-1	3	-1	-1	2	0	2	4	3	-2	2	2	2	-1	3	1	-1	-1	1	3	2	1	2/-3	-1	-5
CRYSTAL	0	-2	1	3	0	-1	-2	2	-4	2	2	-2	2	1	2	1	2	2	1	-2	-4	2	2	1	3	-2	2	-3	-2	2	2	1	2/-3	1	-6
DADDY BIGBUCKS	-2	-2	-1	2	-2	2	-1	1	-5	-2	1	3	-1	1	2	1	3	0	-2	0	-2	-3	-6	1	3	2	2	0	3	0	1	2	2/-3	-3	-6
DARIUS	0	-2	2	2	3	-2	0	-2	-5	1	2	2	-2	-2	3	0	2	-1	-1	-3	-2	2	2	2	3	2	2	-2	0	3	2	0	2/-3	-3	-4
DETECTIVE DAN	1	-2	1	-2	0	0	1	-3	-5	-1	-2	2	2	-4	2	-2	-2	2	-2	3	-2	-3	2	2	3	3	1	-2	3	2	2	2	2/-3	2	-4
DUSTY HOGG	2	-5	-2	-2	2	2	-2	2	2	1	0	2	-2	0	2	-2	3	0	0	-4	-6	-2	3	2	3	2	2	1	0	2	1	0	2/-3	-2	3
EPHRAM EARL	2	-6	-5	2	-6	2	2	-6	-5	2	2	-6	2	-5	-6	2	2	2	2	2	-5	2	-5	2	3	2	-5	2	2	2	2	2	2/-3	2	-5
EVAN WATAHMEE	0	0	1	3	2	2	3	-4	-4	0	3	2	0	-6	2	-4	2	2	2	-2	2	0	2	2	3	1	-3	0	2	2	1	0	2/-3	-3	-2
GIUSEPPI MEZZOALTO	1	-2	-1	2	-6	-2	1	3	2	-3	2	-1	-2	-4	-6	1	2	1	-2	2	-6	-3	3	-2	3	2	2	1	2	-2	-3	1	2/-3	-2	2
GRAMMA HATTIE	-2	-2	1	2	2	1	0	-3	-2	-2	-3	3	2	1	2	-2	-3	4	3	0	2	2	-1	2	3	-2	-2	2	2	2	3	1	2/-3	1	-5
HARLAN KING	2	-2	3	3	3	0	2	2	-3	3	2	2	-3	-2	3	2	2	2	3	1	2	1	2	3	3	-3	-3	-4	1	-2	2	-1	2/-3	2	-3
KRIS THISTLE	1	-2	1	2	2	-2	0	-2	-4	2	-2	2	1	0	2	-1	0	3	3	-1	1	2	3	-2	3	-2	3	-1	0	3	1	-1	2/-3	0	-5
LILY GATES	-2	-2	0	1	1	-1	-2	-1	-5	2	-1	0	2	-1	4	3	-2	2	2	2	-2	-2	2	0	3	2	0	-1	-1	-2	-1	0	2/-3	0	-6
LINCOLN BROADSHEET	3	-4	-1	1	-1	-3	0	2	-2	-1	1	0	0	3	-1	3	-3	1	-2	2	2	0	0	2	3	2	2	0	0	-2	-3	1	2/-3	-2	-3
LOTTIE CASH	1	-2	1	1	3	0	2	-2	-3	3	-2	-2	0	-2	3	1	2	0	3	-3	-1	3	2	2	3	2	3	-2	1	2	-1	1	2/-3	-3	-6
LUTHOR L. BIGBUCKS III	-2	-1	-1	-1	2	2	-1	2	-2	3	1	3	2	-1	4	2	-2	0	3	-3	-2	1	2	2	3	2	0	-1	1	2	2	1	2/-3	-2	-3
MAMBO LOA	1	-4	5	2	-3	1	2	-4	-5	1	-1	5	-3	3	5	1	2	1	1	-1	4	1	5	-1	3	3	-1	2	1	2	1	-2	2/-3	-2	-6
MAXIMILLIAN MOORE	0	-3	1	-1	2	-3	2	-2	-4	2	2	2	2	-3	2	3	0	1	3	-1	-2	-2	2	2	3	3	-3	-2	2	1	1	2	2/-3	-1	-6
MISTY WATERS	-1	-4	0	2	-1	-2	0	1	-3	2	2	3	-2	-4	3	0	4	3	-1	-2	-2	3	3	5	3	3	2	-3	3	1	3	1	2/-3	0	-4
OLDE SALTY	-4	-5	2	-2	3	2	-1	2	2	3	-2	0	-2	-2	3	-1	-2	2	2	-2	-1	-1	2	-2	3	1	2	-2	2	3	1	-1	2/-3	0	-6
PHOEBE TWIDDLE	2	-2	1	2	0	-2	1	-2	-6	1	-2	2	2	-2	2	-1	-1	3	1	0	1	2	2	-2	3	0	2	-3	2	2	3	-2	2/-3	1	-6
POLLY NOMIAL	1	-5	2	3	3	0	2	-2	-3	-2	-2	2	2	-2	3	2	2	0	3	-3	-1	-2	2	-3	3	2	-2	-3	1	2	1	1	2/-3	0	-5
PRITCHARD LOCKSLEY	-3	-3	2	3	2	-2	3	-3	0	2	-2	3	3	3	2	-3	-3	-3	-3	-2	2	2	2	3	3	2	2	-3	-3	3	-3	2	2/-3	3	-4
ROXANNA MOXIE	3	-3	0	2	1	-1	-1	-2	-3	3	-2	2	-2	-2	2	-2	2	1	3	-2	0	2	-2	1	3	2	-1	1	0	2	1	0	2/-3	-2	0
SUZIE PIRNOVA	2	-2	0	-2	3	2	3	2	-4	-2	2	4	1	-3	3	3	1	2	-1	-4	-1	-2	0	3	3	2	1	0	3	2	-1	1	2/-3	2	-1
THERESA BULLHORN	2	-3	2	2	2	1	2	0	-3	1	-2	1	1	-2	2	-2	-2	1	2	-1	-1	1	2	-1	3	2	1	-3	1	2	1	0	2/-3	0	-4

Your conversations with other Urbz earn you special rewards, such as Xizzle Beads.

Dusty Hogg is one of the toughest Urbz around. He and Giuseppi Mezzoalto like insults and intimidation.

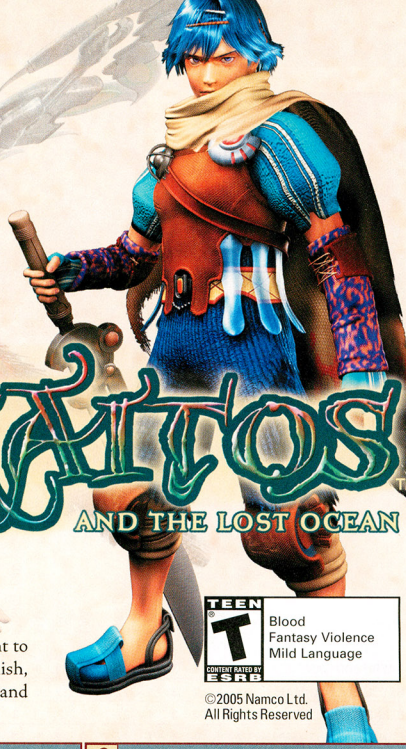
If there are no available safe subjects for the Urb with whom you're conversing, select Friendly Stuff, then return to the conversation by selecting the Back option. A new set of discussion topics will appear.

	INTIMIDATE	JAIL	JIBBA JABBA	JOBS	JOKE	KISS (Y/N)	LAW	LOUNGE	MARKET	MINIOPOLIS	MOVIES	MUSEUM	MUSIC	NATURE	NEWSPAPER	NINJAS	OPINION	POLITICS	REP GROUPS	RIVER	RUDE GESTURE	SCIENCE	SECRET	SHOPPING	SIMOLEONS	SLEEP	SPORTS	SUPERNATURAL	TEASE	TELEVISION	THEATER	TRAVEL	UNIVERSITY	WEATHER	WORK	WORLD
BAYOU BOO (VAMPIRE)	-3	1	1	3	3	2/-3	0	-3	0	-2	-3	-3	2	-2	-2	3	3	0	0	-3	-6	1	-3	1	2	2	3	1	-3	-3	0	-2	0	-3	0	-1
BAYOU BOO (NORMAL)	-3	0	0	3	3	2/-3	0	-2	0	-3	-3	-3	0	-3	-3	3	3	0	-3	3	-6	0	-3	0	3	3	3	3	-3	-3	0	-3	0	-3	3	-3
BERKELEY CLODD	-2	1	-2	3	4	2/-3	2	2	-3	3	-2	2	2	-2	2	-1	-1	2	-3	0	-8	2	0	2	2	1	-2	0	2	-3	-2	2	-1	1	2	0
CANNONBALL COLEMAN	-2	1	0	3	2	2/-3	-2	-2	1	-2	-1	1	5	2	2	1	1	-2	1	1	-2	2	1	-3	-3	1	1	2	-3	-3	1	0	-2	2	2	3
CRAWDAD CLEM	-2	1	-2	3	2	2/-3	2	-2	0	-3	-2	-2	1	1	-2	3	0	-1	-2	1	-6	3	-2	-1	1	3	2	-2	0	-3	2	0	-3	-1	-2	-2
CRYSTAL	-2	1	-1	3	0	2/-3	0	3	-2	2	1	0	1	-2	-3	2	-2	-3	2	-1	2	0	2	3	2	0	1	1	-6	2	-1	1	-2	-3	2	2
DADDY BIGBUCKS	-5	1	1	3	0	2/-3	2	2	-2	3	-1	-2	3	-2	1	-2	-1	0	-2	-2	-4	1	2	2	3	-1	-2	1	-1	2	-1	2	-2	2	0	3
DARIUS	-5	1	0	3	0	2/-3	2	3	-2	2	2	-1	2	0	-2	1	2	-2	2	2	-8	-1	2	1	2	1	3	1	-4	1	-1	-2	-3	-2	2	2
DETECTIVE DAN	-4	1	1	3	3	2/-3	2	0	1	1	-2	2	0	1	2	0	1	-3	-2	2	-8	1	2	-1	0	0	2	1	-3	-2	1	1	0	0	2	-1
DUSTY HOGG	4	1	2	3	-5	2/-3	-1	3	-1	-2	-1	-3	1	-1	0	-1	-4	-1	2	3	2	3	1	-1	0	3	3	3	2	3	1	2	-2	2	-1	3
EPHRAM EARL	-6	0	2	3	-6	2/-3	2	2	2	2	2	2	2	2	2	-6	2	2	2	-6	2	-5	-2	2	2	2	2	-6	2	2	2	2	2	2	2	2
EVAN WATAHMEE	-4	1	-2	3	0	2/-3	-4	1	2	2	-2	2	1	1	1	0	2	-4	1	0	-6	0	0	-4	0	-2	2	2	-2	0	1	1	2	2	2	0
GIUSEPPI MEZZOALTO	3	1	-2	3	-1	2/-3	-3	2	-2	2	3	-3	2	0	-2	2	1	-2	-2	-2	2	2	1	1	3	0	3	1	2	2	0	2	-2	-1	2	-1
GRAMMA HATTIE	-4	1	-3	3	-1	2/-3	2	-2	3	-2	2	0	1	2	2	-3	3	2	-1	0	-8	0	-2	-2	-2	1	0	1	-1	-2	-1	1	3	1	2	2
HARLAN KING	-2	2	2	3	4	2/-3	3	2	1	-4	-1	-3	-1	-3	3	2	-1	-2	-1	-2	-2	-2	3	0	-2	0	2	2	-3	-2	2	3	2	-1	0	2
KRIS THISTLE	-4	1	-3	3	0	2/-3	0	-1	1	2	3	2	3	0	1	1	2	-2	3	0	-8	-2	3	3	-1	1	2	1	-2	3	1	-1	3	0	2	3
LILY GATES	-2	3	2	3	1	2/-3	4	3	-2	2	-2	-1	1	-2	-2	0	-2	2	0	0	-8	-2	3	3	4	0	-1	2	-4	-2	0	-1	2	-2	1	2
LINCOLN BROADSHEET	-3	1	2	3	0	2/-3	1	2	1	2	1	-2	1	-2	3	-2	1	2	1	0	-6	0	2	2	-3	1	-1	1	-1	2	1	-3	-2	0	3	2
LOTTIE CASH	-2	1	0	3	2	2/-3	-3	0	-2	-3	2	-3	3	0	-2	0	0	-2	0	2	-6	3	-1	1	-2	-2	2	1	-5	0	3	2	1	2	-4	2
LUTHOR L. BIGBUCKS III	-3	0	-1	3	-1	2/-3	2	2	-2	3	2	-2	3	1	-2	-2	-1	1	3	-1	-6	2	2	2	3	-2	2	-1	-3	1	1	-1	0	0	-3	2
MAMBO LOA	-4	1	0	3	3	2/-3	-3	1	3	-2	2	1	2	2	0	-1	4	-3	1	2	-6	-2	4	1	-2	-2	1	1	-3	1	2	2	-1	2	4	2
MAXIMILLIAN MOORE	-3	1	-2	3	2	2/-3	-2	-2	-1	0	-2	3	2	-2	1	0	1	3	0	-2	-6	1	2	2	3	1	3	0	-3	1	-1	-3	3	-3	1	-1
MISTY WATERS	-4	1	-3	3	3	2/-3	1	-1	2	2	-1	-3	3	3	-3	1	-2	1	1	-3	-8	2	-2	2	2	2	2	1	-5	-3	-4	-2	-2	1	3	-3
OLDE SALTY	-6	1	-2	3	2	2/-3	2	2	-2	-3	-3	-2	2	3	-1	-1	-2	-1	-1	3	1	1	2	-1	2	2	2	2	-4	-2	-2	3	-2	2	2	4
PHOEBE TWIDDLE	-5	1	-3	3	3	2/-3	-3	0	2	3	0	1	3	2	2	0	2	-3	0	2	3	-2	1	4	1	0	-2	2	-2	-1	3	2	-2	-2	3	2
POLLY NOMIAL	-1	1	-3	3	2	2/-3	2	0	2	-3	3	1	0	0	-2	0	0	-1	3	-2	-4	2	1	-2	3	2	-2	-2	-5	-2	0	2	3	3	-3	3
PRITCHARD LOCKSLEY	-2	1	0	3	-3	2/-3	-3	3	3	3	3	-3	3	-2	2	0	3	-3	1	-3	-8	-3	0	2	3	2	-4	2	-2	3	4	2	-4	3	2	0
ROXANNA MOXIE	-2	1	-1	3	2	2/-3	-2	-1	2	1	1	-2	2	0	0	-3	-1	-2	2	1	-8	2	-1	2	2	-2	1	-2	-1	1	4	2	0	-1	0	-2
SUZIE PIRNOVA	-5	1	0	3	0	2/-3	0	0	2	3	2	1	-1	0	-1	-2	1	-2	1	0	-8	3	-2	-2	2	-3	0	-2	-4	2	-2	1	4	2	-1	2
THERESA BULLHORN	-3	1	-2	3	-2	2/-3	-2	-2	2	0	2	1	2	-2	-1	-1	1	-3	0	-2	-8	0	1	-3	-1	2	0	2	-2	-2	3	1	2	1	1	1

You want strategy? How about we take you through the whole freakin' game? Would ya like that? Yeah, we thought so.

BATEN KAITOS™

ETERNAL WINGS AND THE LOST OCEAN



TEEN T CONTENT RATED BY ESRB

Blood
Fantasy Violence
Mild Language

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Spoiler Alert!

That's right . . . we've compiled a six-page walk-through that will take you right to the final boss. Read the flow charts of each area to find major tasks to accomplish, then examine the lists below them—items in red are pulled out with screens and additional explanation.

World Map

Locations open up as you move through the game. Most of the time you'll have to move from one to the next as part of the plot, but after you fight Malpercio you can visit the islands whenever you like and complete the numerous side quests.

1 Sadal Suud

The game begins on the island of Sadal Suud, home to a village of peaceful farmers and a magnificent city filled with clouds. If you grab Pow Milk from Cebalrai and let it age, it will turn into yogurt and then cheese—both items that you'll need in side quests.

2 Diadem

The second island that you'll visit is Diadem, where you'll discover paranoid fishermen, flooded rivers and a brave king with really weird hair. You'll find two boys with bracelets in the Lesser Celestial River. They'll help you complete the Family Tree side quest.

3 Anuenue

The people of Anuenue are swept up in a festival that occurs once every 30 years. Spend some time in the Ancient Library of Magic, where you can get peaches from fallen enemies. You can eventually turn a Peach into Wonder MOMO—one of the best cards around.

4 Mira

Mira wins the "wackiest island" award hands down. If you take the animal-collection side quest, be sure to get the Pollywhale in Balancoire. The woman with a bracelet in Reverence will sign the Family Tree if you show her a Terrible Painting from Quzman's house.

5 Alfard

Alfard is home to Emperor Geldoblame—the meanest cat around. You won't have much time to look around on your first visit, but you can find many helpful items on subsequent trips. Give the Essence of the Girl's Thoughts to the young girl in Azha to access her family's home.

6 Wazn

Wazn is an ice-covered land that boasts a gaggle of witches. Speak to the woman staying in the guest room to start the animal-collection side quest (an easy way to get great Magnus), then stop by the shop to pick up Soybeans and Beef—both helpful items in combos.

7 Duhr

Duhr is the homeworld of the Great Mizuti, and the former stomping ground of wizards who imprisoned Malpercio in a previous lifetime. Make sure that you explore the Labyrinth of Duhr fully—you can find a man with a bracelet, and plenty of awesome Magnus.

8 Celestial Alps

The Celestial Alps is a small island with a cabin that holds a family secret for Kalas. You can find a couple of strong Magnus if you search long enough. If you're trying to complete the animal-collection side quest, grab both a White and a Black Caplin from the cabin's front yard.

9 Cor Hydrae

Cor Hydrae is the home of the evil god Malpercio and his dastardly minions. The scary locale won't appear until about halfway through the game. You can visit it after you face Giacamo for the third time, but we strongly suggest completing tips 110-119 first.

Sadal Suud

Flow Chart

Cebalrai, the Farming Hamlet
▼
Moonguile Forest
▼
Cebalrai
▼
Nunki Valley
▼
Pherkad, the Ancient Capital
▼
Nunki Valley
▼
Pherkad
▼
The Lord's Mansion
▼
Pherkad

1. Wake up and talk to Larikush.
2. Meet Meemai at the edge of town.
3. Meet the mysterious girl at the edge of town.
4. Go to the mayor's house and speak to him.
5. Head to Moonguile Forest.
6. Fight the Saber Dragon.
7. Meet Xelha and move deeper into the forest.
8. Fight the Lord of the Spring.
9. Return to Cebalrai.
10. Speak to the mayor again.
11. Talk to Larikush, who will give you Blank Magnus and a tutorial about how to use them.
12. Get the explosives from Larikush's workbench.
13. Go to Nunki Valley.
14. Walk to the second section of Nunki Valley and use the explosive to clear away the debris.
15. Go to Pherkad and head for the palace doors.
16. Talk to Palolo, who is waiting in the first house on the right-hand side of the main street.
17. Go to Nunki Valley: South End and fight the Nunkirantula.
18. Return to Pherkad and give the Rainbow Spider's Web to Palolo, who is in the gap between the second and third buildings on the right-hand side of the main street.
19. Enter the Lord's Mansion via the well.
20. Go upstairs and rescue Xelha.
21. Fight Giacomo.
22. Board the ship to Diadem.

6. Saber Dragon — 230 HP (Hit Points)

The Sabre Dragon is vulnerable to water-based attacks. If you have an Ice Dagger, it will be very effective. Don't worry about combos just yet.

8. Lord of the Spring — 300 HP

The spring lord is weak against fire. Don't mix opposite attack types (fire & water, light & dark, chronos & wind) or both cards will be ineffective.

21. Giacomo — 750 HP

Giacomo is weak against water and light. His attacks do a lot of damage, so mix a couple of extra healing cards, such as Bananas, into your deck. Xelha's Dance of Light is a great card here.

Diadem

Flow Chart

Nashira Village
▼
Lesser Celestial River
▼
Nashira Village
▼
The Cloud Passage
▼
Sheliak, the Castle Town
▼
Castle Elnath
▼
Shrine of the Winds
▼
Castle Elnath

23. Explore Nashira and speak to Lyude, who is standing next to a boat.
24. Talk to Anna the barkeep.
25. Talk to the psychic in the rear left-hand house.
26. Return to the bar and meet Gibari, then take his boat to the Lesser Celestial River.
27. Fight the Thunderfish.
28. Talk to Anna, then return to the bar.
29. Start the Cloud Machine in The Cloud Passage.
30. Fight the Iron Beetle I.
31. "Borrow" the Imperial Boat.
32. Speak with the head knight in Castle Elnath.
33. Help the soldiers.
34. Fight the Iron Beetle V at the castle bridge.
35. Talk to King Ladekahn, then go to the Shrine of the Winds.
36. Fight the Lord of the Winds.
37. Return to the castle and talk to the king.

27. Thunderfish — 1,000 HP

The Thunderfish is weak against Fire and Dark. Give Gibari most of your healing cards, as his water-based attacks aren't very effective.

28. Escaping the Law

When you return to Nashira, soldiers will prevent you from leaving. Speak to Reblys in the bar, then go to the storeroom near the port and talk to Anna. Return to the bar to leave town.

30. Iron Beetle I — 1,500 HP

The Iron Beetle I is weak against Water and Light. Gibari and Xelha should do the heavy hitting, while Kalas provides a healing touch.

34. Iron Beetle V — 1,700 HP

The Iron Beetle V is also vulnerable to Water and Light, but it's a much tougher fight. Bring lots of healing and defensive cards.

36. Lord of the Winds — 1,900 HP

The Lord of the Winds is weak against Chronos and Light. You probably don't have many Chronos cards, so use Xelha's light-based moves and anything with strong Attack ratings.

Anuenue

Flow Chart

Anuenue Port
▼
Komo Mai, City of Flowers
▼
School of Magic
▼
Royal Palace
▼
Ancient Library of Magic
▼
School of Magic
▼
Holoholo Jungle
▼
Opu, the Waterfall Village
▼
The Celestial Tree
▼
Komo Mai

38. Encounter the mysterious hunter.
39. Talk to the staff and students at the School of Magic.
40. Go to the Royal Palace and speak to Queen Corellia and Emperor Geldoblame.
41. Fight Folon in the Ancient Library of Magic.
42. Meet Savyna.
43. Get the Landmark Stone from the School of Magic's principal.

44. Meet Mayfee in Opu.
45. Get the Komo Mai Cookies from the vendor to the right of the palace entrance.
46. Rendezvous with Savyna in Opu.
47. Climb the Celestial Tree.
48. Save Mayfee.
49. Fight the Tree Guardian.
50. Fight Savyna.
51. Go talk to Queen Corellia at the palace.
52. Head through the Passageway of Souls.
53. Meet The Great Mizuti.
54. Follow Mizuti.
55. Fight Gnosis.

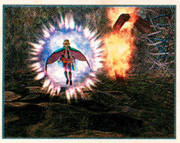
39. Exploring the School

While at the School of Magic, you can get two Magnus with a little work. In the first room on the left-hand side of the school, talk to the child in the left-middle row of desks, then talk to the kid in front of him until he gives up—at which point the other kid will give you a Magical Piggy Bank. In the room with a vial of green sludge, taste the goo then speak to the laughing woman for a Silkworm.

41. Folon — 2,300 HP

Folon is vulnerable to Water and Light. Most of his attacks use the Fire element, so stack your deck with defensive cards of the Water persuasion. His main attack, Chaotic Flames, will usually leave your characters on fire, but that's nothing that a peach won't cure. If you don't have peaches, get some from the monsters in the library before fighting Folon.

49. Tree Guardian — 2,700/500 HP



The Tree Guardian is weak against Fire and Dark. The main body has 2,700 HP, while the two tentacles have 500 each—ignore the tentacles and go for the main section. The tree can paralyze party members and also put them to sleep, so bring cards that counteract those conditions.

50. Savyna — 3,300 HP

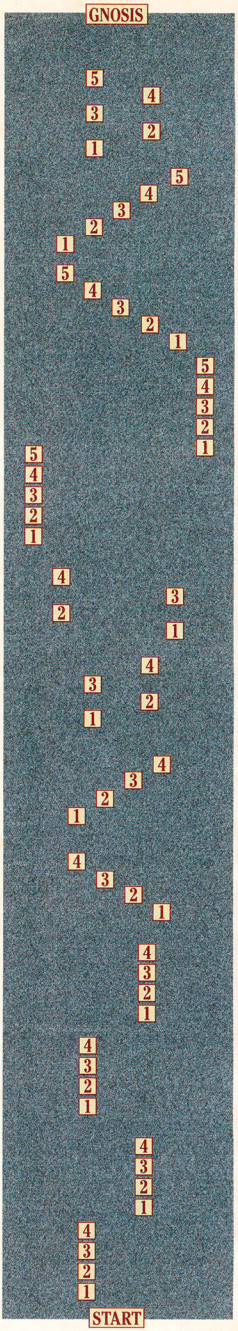
Savyna doesn't have any elemental weaknesses, so building large combos is the key to success—if you can run together a couple of four- or five-card straights, you'll be well on your way toward knocking Savyna on her backside. You won't be able to switch party members or cards between the Tree Guardian fight and this one (if Savyna was in your party for the guardian fight, then the next person in line will step in).

54. Follow Mizuti

When you first meet The Great Mizuti, she will offer to guide your ship through an otherwise impenetrable maze. The sequence takes place in a shooterlike minigame in which you steer the ship while shooting at flying balls of light. Each time you nail a group of four or five, you'll get a Magnus. Check the large chart to the right to see where the groups appear so you can get into position.

55. Gnosis — 3,600 HP

Gnosis doesn't suffer from any weaknesses—in fact, just the opposite. Five of your six elements will do 50% of their normal damage, and the Dark element will be completely ineffective. Your only hope is to bring cards with high Attack ratings (regardless of element) and try to string them into combos. Kalas, Gibari and Savyna are good choices for the fight.



Mira

Flow Chart

Parnasse, the Confectionary Village
▼
Detourne, the Mystical Garden
▼
Parnasse
▼
Reverence, the Picture Book Village
▼
Nekton, Shrine of Spirits
▼
Balancoire, Borough of Illusion
▼
Duke Calbren's Manor
▼
Coccolith

56. Meet Melodia.
57. Steal Mira Cream and give it to Donella, then bring Mira Chocolate to Tisocco.
58. Get the Golden Pick Axe in Detourne.
59. Get the key in Detourne.
60. Fight Magnus Giganticus.
61. Eat your way out of prison.
62. Give Mirage Weed to the weird guy in Reverence.
63. Talk to the fortune-teller.
64. Fight Sikri in Nekton.
65. Talk to the old man in a house next to the shop.
66. Go see the Grand Duke.
67. Fight Phantasm in Coccolith.

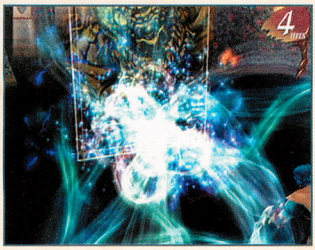
58. The Golden Pick Axe

Eliminate all the Slimes to reveal the Golden Pick Axe, then talk to the Hero multiple times to get a necklace that lets you bypass the Fire element.

59. The Key

To get the key, put water into the red scale then enter the main room of the dungeon through the bottom-middle door.

60. Magnus Giganticus — 4,000 HP



Magnus Giganticus is a huge Magnus card. As if that weren't disturbing enough, the creature doesn't have any weaknesses—although it likes to attack with the Dark element. Bring items that raise your own Attack (such as Pickled Cucumbers), and items to negate paralysis.

64. Sikri — 3,000 HP

Sikri is incredibly vulnerable to Dark, and fairly vulnerable to Wind. Give Xehla all your Dark and Wind cards, stack Lyude with Dark attacks and have them join Kalas to form an unbeatable team.

67. Phantasm — 4,200 HP

Phantasm has the same weaknesses as Sikri, so you can just bring the same team along and whup up on the flying nightmare. Steal all of Mizuti's good cards before you go into battle—give the Dark ones to Xehla and the healing cards to whoever you like.

Alfard

Flow Chart

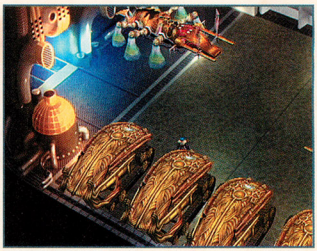
Mintaka, the Imperial Capital
▼
Battleship Goldoba
▼
Azha Village
▼
Flame Cave
▼
Imperial Fortress

68. Meet Lyude's family.
69. Fight Lyude's family.
70. Destroy the Imperial Walkers to find the security system passcodes.
71. Fight Ayme, Folon and Giacomo.
72. Escape the Goldoba.
73. Talk to the mechanic in the Flame Cave to get the door open. When you reach a stream of impassable lava, go back and speak to him again.
74. After speaking to the mechanic a second time, return to the cave and get Flame Ice, then give it to him to get Sparkling Snow. Use the snow to clear the lava.
75. Fight Geldoblame.
76. Escape the Imperial Fortress.

71. Ayme, Folon, Giacomo

Ayme has 2,400 HP and is weak against Fire, Light and Chronos. Folon has 2,700 HP and is weak against Water, Light and Wind. Giacomo has 3,800 HP and is vulnerable to Water and Light. It's a tough fight—take out Folon first, then Ayme and finally Giacomo. You'll want to bring along as many Sacred Wine cards as you can. To make them, use the Holy Grail card followed by Japanese Rice Wine.

72. Escape the Goldoba



You need to fuel up a working ship to escape the Goldoba. Use a Blank Magnus to trap the fuel in the corner of the room, then employ it on the ship shown in the above screenshot.

75. Geldoblame – 5,500 HP

Geldoblame is weak against Water, Light and Wind. The former Emperor (who's now a terrifying mound of arms and legs) knows a move that will instantly obliterate one of your teammates. Bring defensive cards that resist Death, but also take along a lot of Sacred Wine cards—at least two per fighter. When one person falls, use the wine to bring him or her back to life. When it comes to attacking, the best team is Kalas, Xelha and Gibari. Drain the other three teammates of any useful cards and distribute them to those three.

Rescue Mission

Flow Chart

Anuenue—The Celestial Tree

▼

Mira—Balancoire

▼

Diadem—Shrine of the Winds

▼

Alfard—Flame Cave

▼

Anuenue

77. Get a Celestial Flower Seed from the queen's bedroom in the Royal Palace, then take it to the Celestial Tree and fight Naiad.
78. Rescue Gibari.
79. Get Mirage Weed from Detourne and bring it to the underwater passage beneath Duke Calbren's Manor, then fight Thalassa.
80. Rescue Mizuti.
81. Get a cloud from the machine in The Cloud Passage, then bring it to the Shrine of the Winds and fight Despina.
82. Rescue Savyna.
83. Get lava from the Flame Cave, then go to the back of the cave and fight Galatea.
84. Rescue Lyude.
85. Report back to Anuenue.

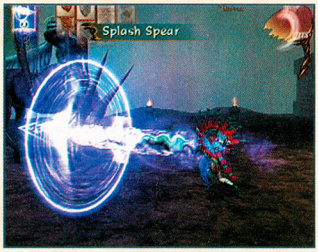
77. Naiad — 1,400 HP

Naiad is weak against Light and Water, and one of the easiest enemies you'll face. The guardians appear in the same order (Naiad, Thalassa, Despina, Galatea) no matter where you start the rescue mission, but your friends are always in the same place. Take pictures of all bosses on the rescue mission—you can sell them for a hefty price.

79. Thalassa — 2,300 HP

Thalassa is weak against Fire and Light, so stack your deck to deal maximum damage depending on who's accompanying you.

81. Despina — 3,700 HP



Despina is weak against Light and Water, and doesn't offer much of a fight. If you're having a spot of trouble, head to a nearby store and pick up some new cards.

83. Galatea – 5,600 HP

The fourth and final guardian, Galatea, is weak against Light and Chronos. It is the toughest of the bunch and uses mostly Wind attacks, so bring along Chronos-based defensive cards and a few healing Magnus.

Wazn

Flow Chart

Gomeisa, the Ice Cliffs

▼

Kaffaljidhma (the palace)

▼

Cursa, the Snowy City

▼

Kaffaljidhma

▼

Cursa

▼

Gomeisa

▼

Kaffaljidhma

▼

Cursa

▼

Kaffaljidhma

▼

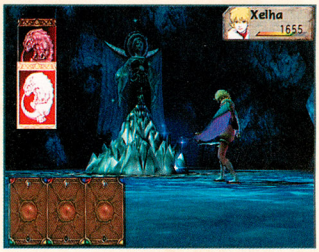
Cursa

▼

Anuenue

85. Touch the four light barriers.
86. Talk to Xelha's aunt.
87. Speak to the Cursa townspeople.
88. Talk to Xelha's aunt again.
89. Go through the trial and get the Ocean Mirror.
90. Talk to the Ice Sculptor.
91. Get the Sparkling Snow in Gomeisa, then bring it to the sculptor's son in Kaffaljidhma.
92. Rest your wings at the shop to advance a day.
93. Choose a weapon for each statue.
94. Ride the White Dragon to Alfard.

89. The Mirror Guardian Trial



The Mirror Guardian will challenge you to a contest in which you must choose the same card that she plays. Unfortunately, you can't look at your cards, so it's all a matter of luck. To make matters worse, each time you pick the wrong card, you'll lose a bunch of health. Good luck with that.

Alfard

Flow Chart

Mintaka

▼

Imperial Fortress

▼

Mintaka

95. Battle your way to the Imperial Fortress.
96. Get to the electrical barrier on the third floor, then refill the security system on the fifth floor with water.
97. Fight Fadroh.
98. Fight Kalas.

98. Fight Kalas — 9,000 HP

There will be a brief passageway between the Fadroh and Kalas battles—take the chance to heal any injured party members before you fight your former friend. Kalas is weak against Light and Chronos, and likes to use Wind-based moves that cause Paralysis. Though you've been told to use the Ocean Mirror against him, don't do so in battle or you'll restore 1,000 of his Hit Points. The mirror comes into play during the cut scene.

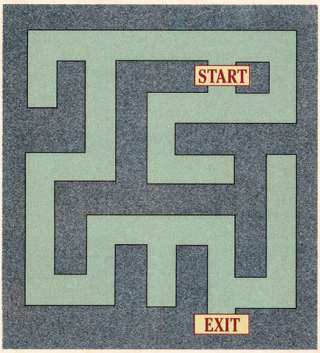
Duhr

Flow Chart

Labyrinth of Duhr
▼
Gemma Village
▼
Capella, Garden of Death
▼
Algorab Village
▼
Zosma Tower
▼
Algorab
▼
Gemma
▼
Duhr Port

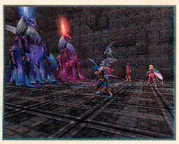
99. Work your way through the Labyrinth of Duhr.
100. Talk to the man sitting next to the fire in the far right-hand house.
101. Speak to Kamroh to get the Garden of Death Key.
102. Go to the house at the far end of Capella.
103. Go to Krummly's house in Algorab, then follow him to Zosma Tower.
104. Get to the top of Zosma Tower, then fight Agyo and Ungyo.
105. Return to Algorab and fight Malpercio.

99. Labyrinth of Duhr



The Labyrinth of Duhr can be a pretty vexing place, but the above map should clear up most of the confusion. If you want to run to the exit you can, but it pays to explore the entire labyrinth. In addition to all the great Magnus waiting to be found, there's also a man with a bracelet. If you're pursuing the Family Tree side quest, speak to him, then escape the labyrinth to send him on his way.

104. Agyo & Ungyo — 7,000 HP each



Agyo (the red boss) is weak against Water, while Ungyo (the blue one) is weak against Fire. Mizuti, Savyna Xelha and Kalas should all do well.

105. Malpercio — 10,000 HP

Go to Duhr Port and level up at the church before fighting Malpercio, who is weak against Light, Water and Chronos. Stack Xelha's deck with Light cards and bring Kalas and Gibari to back her up.

Cor Hydrae Prep

Flow Chart

Anuenue
▼
Cebalrai
▼
Celestial Alps
▼
Anuenue
▼
Illusionary Fortress of the Book
▼
Diadem
▼
Greater Celestial River
▼
Alfard
▼
Nihal Desert
▼
Mira
▼
Goldoba
▼
Duhr
▼
Zosma Temple
▼
Anuenue

106. Talk to Ladekahn, Corellia and the duke.
107. Go to Cebalrai and speak to Larikush.
108. Go to the Celestial Alps and fight Giacomo, Ayme and Folon.
109. Talk to Ladekahn, Corellia and Catranne.
110. Get the Adventure Novel from Gemma Village and give it to the principal, then read the Book of Magic to enter the Illusionary Fortress of the Book.
111. Fight Kulcabaran.
112. Go to Nashira and talk to Shorty's grandmother, then get on the White Dragon and go to the Greater Celestial River.
113. Fight Brolokis.
114. Go to Alfard and visit the Nihal Desert. Get the Twinstone Compass and follow its directions.
115. Fight Sowzana.
116. Fly to Mira and choose See What's Going On when the large ship appears.
117. Defeat all the ghosts, then fight Rampulus.
118. Enter the Zosma Temple and solve block puzzles.
119. Fight the Wizard Shadow.
120. Return to Anuenue and speak to Corellia.

108. Giacomo, Folon & Ayme

Giacomo has 7,000 HP, Folon has 2,700 and Ayme has 2,400. Weaknesses are unchanged, but now you fight them twice—and you can't save in between.

111. Kulcabaran — 10,000 HP

Kulcabaran is weak against Wind only. Many of its attacks cause confusion, so bring along Deluxe Green Tea. Xelha will automatically be part of your team.

113. Brolokis — 13,000 HP

Brolokis is weak against Fire only. Its attack can freeze and poison you, so prepare for both. Gibari will automatically be part of your team.

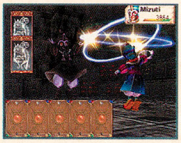
115. Sowzana — 12,000 HP

Sowzana is weak only against Water. It attacks with Fire and Dark moves, and often causes confusion. Savyna will automatically be on the team.

117. Rampulus — 13,000 HP

Rampulus is weak against Light and Wind, and attacks with mostly Dark moves. Lyude will automatically be part of your team.

119. Wizard Shadow



The Wizard Shadow battle works just like the Mirror Guardian trial. Make sure Mizuti's health is full before you enter the fray.

Enter Cor Hydrea

The final battle is upon you. Finish up whatever outstanding side quests you have, load up the team with your strongest Magnus and descend into the maelstrom. If you survive, you can take pride in knowing that you cleared one of the year's biggest games—congrats!

EVERYONE E CONTENT RATED BY ESRB

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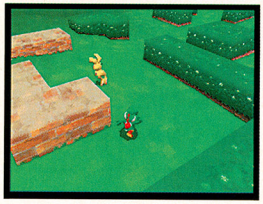
RETURN OF THE KING

It's been nearly a decade since the storied plumber revolutionized 3-D platforming in the 1996 N64 release Super Mario 64. Now the red-capped hero is back to celebrate the launch of the Nintendo DS in a solid reworking of his timeless classic, with loads of DS innovations.

A New Twist on an Old Favorite



Unlike in the original game, you'll start this adventure as Yoshi. You'll run to the castle gates, only to discover locked doors; a helpful Lakitu will point out the pesky thieving rabbit you'll need to catch to access the lobby.

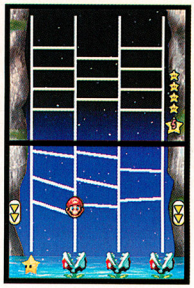
FUN TIMES FOUR

The world of Super Mario 64 DS is massive—there was plenty of room for Nintendo to pack in tons of new content. Each of the four playable characters has a set of unlockable touch-screen minigames. Additionally, a hectic new wireless multiplayer mode lets up to four players duke it out for stars using only one DS game card.

Touching Minigames

The three dozen minigames make full use of DS touch-screen functionality. Mario, Luigi, Yoshi and Wario each have their own themed challenges that provide a quick alternative to the more involved adventure mode.

Locate the wanted character before time runs out in the Yoshi's Wanted! minigame.

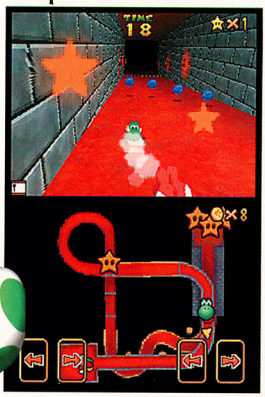


You'll need to be quick on the draw to keep pace with the action in Mario's Slides.

You're in Control

Three control modes empower you to explore the game world any way you want. The Control Pad is a strong choice for standard running and jumping, but the stylus adds a new dimension in precision navigation.

Group Action



You can share the magic with three of your friends using only one DS game card. Simply gather your DS-toting pals and create a Vs. game—they'll be able to download your multiplayer match wirelessly.

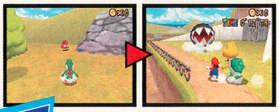
BOB-OMB BATTLEFIELD

A battle between pink and black Bob-ombs rages on the Bob-omb Battlefield. Speak with the docile pink Buddy Bob-ombs during each of your missions—they will point out map objectives and prepare cannons for travel.

Big Bob-omb on the Summit

Jog to the mountain summit and confront Big Bob-omb. He'll provoke a fight and start tossing Bob-ombs your way. Gulp down the lit explosives, then quickly spit them back at the boss. He'll give up a star after three hits.

Footrace with Koopa the Quick



Locate the Mario Cap (you'll temporarily transform into the plumber) then return to the starting point and strike up a conversation with Koopa the Quick. Agree to his challenge, then beat him to the summit to earn a star.

5 Silver Stars!

Collect the first of five silver stars at the treetop near your starting point. Pound the two Goombas near the four-post field for two more. Sprint uphill to snatch the last two, then check the map for the gold star's location.

Big Bob-omb's Revenge

Big Bob-omb is looking for vindication, and he wants to challenge a fellow whisker-face to a duel. Don the Mario Cap and return to the summit. During your fight, circle around Big Bob-omb and pick him up from behind. Toss him three times to win, but don't throw him off the mountain.

Find the Eight Red Coins

Jump from the elevator and grab the first of the eight red coins.

You'll need some speed to scramble up this rock.

Avoid the Chain Chomp and snatch the coin on his post.

Travel to the four-post field and find not one . . .

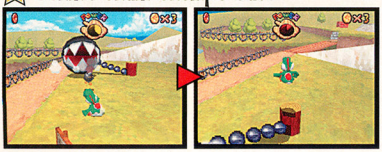
. . . but two more coins ready for the taking.

Activate this switch to raise the gate near the sixth coin.

You'll find the seventh to the left of the mountain path.

Aim the cannon at the floating island to get the final red coin.

Behind Chain Chomp's Gate



You can distract the Chain Chomp by chucking a Bob-omb at it. It'll be temporarily disoriented from the blast, giving you precious seconds to ground-stomp the post into the earth. The liberated Chain Chomp will smash the closed gate.

Collect 100 Coins

This task is easier once you've rescued Mario, collected 10 stars and activated the red switch in the castle tower (see the sidebar). As Mario, grab the feather from the ? Block on the sky island and grab the many coins floating in the air, then scour the level for the rest.

GOOMBOSS BATTLE AREA

After you've amassed eight stars, enter Peach's room on the second floor and jump through the Mario painting. You must defeat the grouchy Goomboss to free Mario. Once you are victorious, you can switch characters outside the rec room.

Battle Goomboss for Mario's Key

Sprint around the perimeter of the tree stump and gulp one of the Goombas in Goomboss's entourage. Expel your mouthful at the royal pest several times to capture Mario's Key.

CASTLE ENTRANCE

Stare at the Starlight

A shaft of light will shine from the lobby ceiling after you've collected 10 stars. Switch Mario's view to first-person mode and stare into the light to transport to the castle tower.

WING CAP TOWER

Push the Big Red Button

Ground-pound the huge ? Block atop the castle. All of the ghostly ? Blocks you've encountered thus far will turn solid, allowing you to harness the special power-ups inside each one.

BOB-OMB BATTLEFIELD

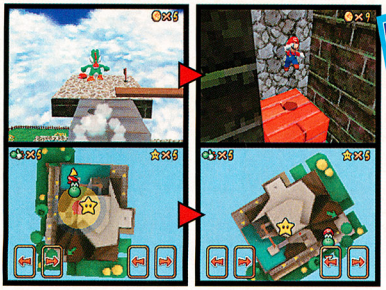
Mario Wings to the Sky

Return to Bob-omb Battlefield and hustle up the mountain path to the cannon pointing at the floating islet. Launch Mario toward the tree, then grab the feather inside the ? Block. Fly through the coin rings in the sky and collect the five center coins to release another gold star.

WHOMP'S FORTRESS

Hovering high above the land is the Whomp King's fortress, built of brick and stone. The granite king and his rocky minions don't take kindly to visitors—especially those who trample on the backs of their hardened brethren. Put on your game face and get ready to bust some boulders.

Switch Star of the Fortress



The gathering of this star requires mustachioed machismo. Either collect the Mario Cap from the platform or attempt this mission after you've recovered his key from the Goomboss. Ground-stomp the brick box in the recess on the first level to reveal the Switch Star on your map, then rush to stake your claim.

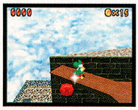
Red Coins on the Floating Isle

Don't get bullied off the ledge by the moving platforms.

Mount the Whomp to reach the coin over its head.

Tiptoe past the Piranha Plant and grab the red coin.

Use the touch screen to shimmy across this ledge.



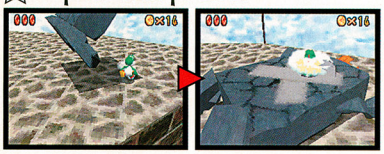
Ride the spinning plank for coin number five.

You'll find another coin among several Piranha Plants.

Wake the owl in the tree and fly to the floating islands . . .

. . . where you'll find the last two coins hanging in the sky.

Chip Off Whomp's Block

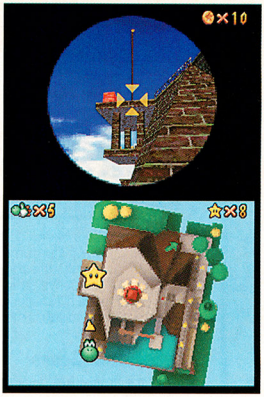


Avoid the Whomp King's flattening attack, then leap on his back and ground-pound the large *X* to score a blow. Perform this routine three times to defeat the scowling monolith.

To the Top of the Fortress

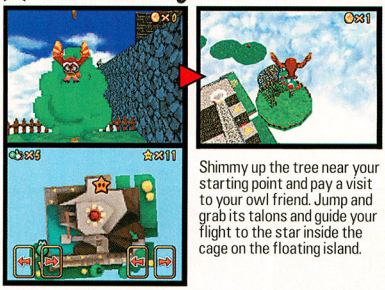
Travel to the top of the fortress, where you'll find a series of moving platforms. Avoid contact with speeding Bullet Bills as you begin your ascent to the tower's peak. Ride the lift block and claim the star above you.

Shoot into the Wild Blue



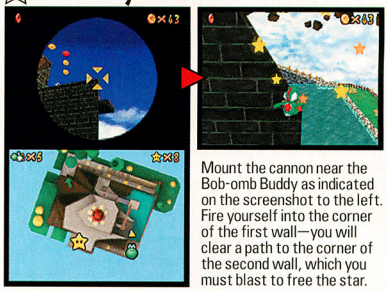
Enter the cannon (see the bottom-left screenshot) and aim for the flagpole. Adjust your targeting and aim just above the rear pillar on the lower deck. Fire yourself toward the pillar. If you do it correctly, the pillar will prevent you from overshooting the platform and cruising into the great beyond. You'll find the elusive star resting on the lower platform—slide down the pole and collect your prize.

Fall onto the Caged Island



Shimmy up the tree near your starting point and pay a visit to your owl friend. Jump and grab its talons and guide your flight to the star inside the cage on the floating island.

Blast Away the Wall



Mount the cannon near the Bob-omb Buddy as indicated on the screenshot to the left. Fire yourself into the corner of the first wall—you will clear a path to the corner of the second wall, which you must blast to free the star.

Collect 100 Coins

Riches abound at Whomp's Fortress. Tackle and ground-stomp smaller Whomps for gold, then punch sleeping Piranha Plants (as Mario) for blue coins. Each piece of royal-blue currency is worth five gold coins, so collect as many as you can. Stomp on wooden posts for even more moolah.

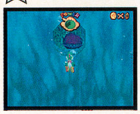
JOLLY ROGER BAY

You'll have a wet 'n' wild time star-hunting in Jolly Roger Bay. Practice your swimming skills in the shallow depths near your starting point—you'll need to master the art of underwater acrobatics to reach some of the more difficult locations in the pirate's paradise.

Plunder in the Sunken Ship

Swim through the open porthole in the sunken ship. Crack open the treasure chest, then amble up the steep embankment to the star at the ship's opposite end.

Can the Eel Come Out to Play?

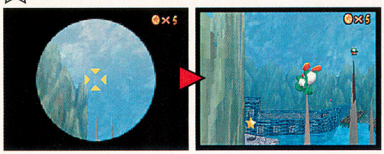


Dive near the shipwreck and keep an eye out for the wily eel. Wait patiently near the opening of its hideout. As it leaves the safety of its cave, grab the star connected to its tail.

Treasure in the Ocean Cave

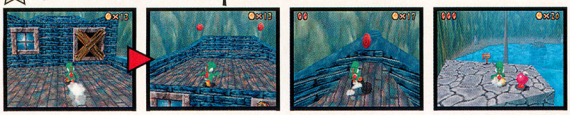
Touch the four chests in the following order to claim the treasure in the ocean cave: rear center, left, right, front.

Blast to the Stone Pillar



Enter the cannon barrel near the starting point after you've spoken with the Bob-omb Buddy. Launch to the stone pillar. Climb to the top and do a handstand with your back to the star. Jump to the platform.

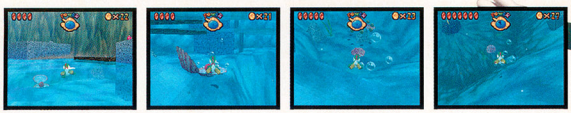
Red Coins on the Ship Afloat



You'll find two red coins at the ship's stern. Simply climb the cabin and jump while the ship is pitching with the bow downward.

Grab the bow's coin as the stern pitches back.

A star rests atop the stone pillar near the Buddy.



The first of four clammy coins is near the Buddy.

Scour the seabed for clams. You'll find another coin here . . .

. . . one down here . . .

. . . and the last one way down here, near the eel.

Collect 100 Coins

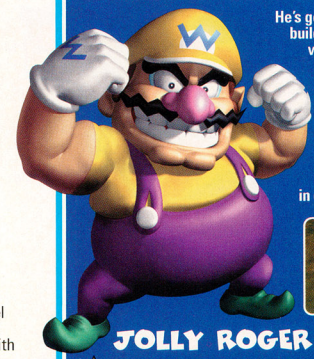
Coins are scattered above and below the surface of Jolly Roger Bay. Check on top of all pillars, inside brick boxes and down inside the cove. Remember: you can shake your enemies for loose change, so be sure to stomp, kick, gulp and punch your way to deep pockets.

BOWSER IN THE DARK WORLD

Defeat Bowser to Nab the Basement Key

Enter the upstairs room with the large star on the door to confront Bowser. Besting the brute will net you the Basement Key. See page 81 for full details on navigating this area.

WARIO'S SPECIAL ABILITY

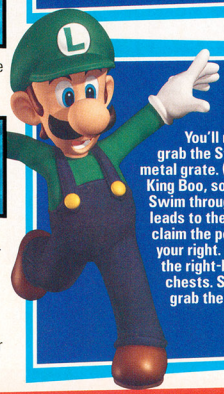


He's got the ultimate sumo build and is a one-man wrecking machine. Grab a power-up from a ? Block as the anti-Mario to make him turn to pure steel, crushing all in his path. He can even cruise the ocean floor and grab stars trapped in currents.

JOLLY ROGER BAY

Through the Jet Stream

You'll need Wario's metal muscle to retrieve stars trapped in fast-moving currents. He'll also prove useful for tripping underwater switches and busting open large blocks, so don't fret if you're having a hard time getting a star—just return once you unlock Wario.



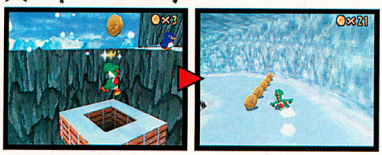
Switch Star of the Bay

You'll need Luigi's invisibility skill to grab the Switch Star locked behind the metal grate. (Luigi's being held captive by King Boo, so you'll have to rescue him first.) Swim through the underwater tunnel that leads to the Cap'n's cave. Once inside, claim the power-up inside the ? Block to your right. Run to the switch located on the right-hand side near the treasure chests. Slip through the wire grating and grab the star while it's visible.

COOL, COOL MOUNTAIN

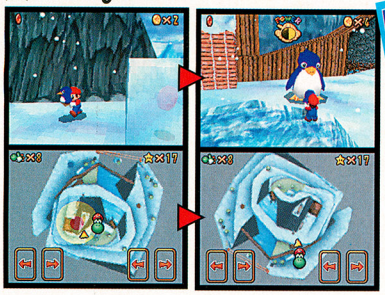
A crazy cast of characters populates the frigid slopes of Cool, Cool Mountain. Tread lightly on the steep, snow-covered slopes—one misstep could send you sliding out of control. Help out a local or two while you're busy hunting for gold stars.

Slip Slidin' Away



Climb the cabin and jump into the chimney. Mount the slide and cruise at a leisurely pace to the bottom. Follow the star path into the wall; you'll happen upon a shortcut to the end and some 1-Up mushrooms.

Li'l Penguin Lost



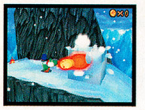
Begin this quest as Mario. You'll discover the baby penguin loitering on the ridge above the cabin. Grab the baby and slide to the bottom of the mountain. Hand the child off to its mother and collect your booty of one gold star.

Big Penguin Race

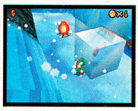
Enter the cabin via the chimney and chat with Mama Penguin. Accept her race challenge and beat her to the bottom. Don't take any shortcuts this time, or you'll be disqualified.

Frosty Slide for Eight Red Coins

You'll need Yoshi's gulp ability to retrieve all eight red coins around the mountain. Approach a fire source (the random campfires will do nicely) and swallow the flame, then run to the nearby coin suspended in ice. Belch fire onto the giant ice cube and release the frigid money. After you gather all eight coins, return to the broken bridge (check your map display) and collect your star prize.



Melt the ice on the ledge over the cabin with a fire burp.



Continue your display of bad manners on the next ice cube.

You'll find one coin next to a Buddy Bob-omb.

Another coin rests at the top of the gondola ride.

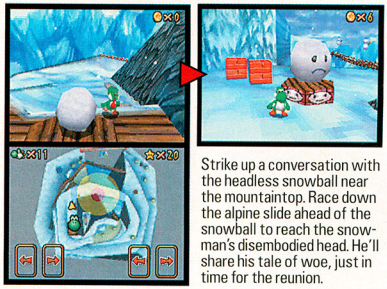
The star will appear on the far end of the broken bridge, opposite this red coin.

You'll find a coin near the warp spot on this broken bridge.

There's another coin around the corner from the warp bridge.

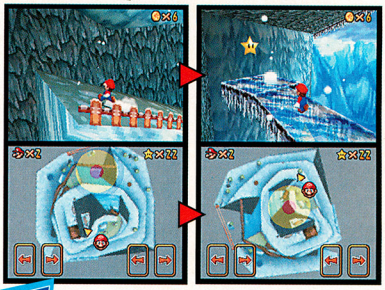
The treetop coin rests near Mama Penguin's pond.

Snowman's Lost His Head



Strike up a conversation with the headless snowball near the mountaintop. Race down the alpine slide ahead of the snowball to reach the snowman's disembodied head. He'll share his tale of woe, just in time for the reunion.

Mario's Super Wall Kick

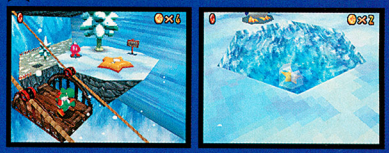


Change into Mario's overalls and head down to the gondola near Mama Penguin. Ride it halfway across and jump to the islet and speak to the Buddy Bob-omb who will prepare you a cannon. Enter the cannon and aim for the ledge above the distant tree. Clamber down the tree trunk and proceed along the narrow ledge to the wall-jump sign. Perform a wall kick onto the platform overhead. Travel left, then wall-kick onto the ledge above and walk to the star.

Collect 100 Coins

Start from the top of the mountain and work your way downward, grabbing every coin along the way. Stop at level sections and take out a few foes for extra credits. You can also revisit the cabin slide to rack up the ducats.

Switch Star of Cool, Cool Mountain



Tackle this star once you've freed Wario. Ride the gondola halfway then dismount on the floating island. Step on the star switch, then jump across the chasm back to Mama Penguin. Ground-stomp the ice before the star vanishes.

BOWSER IN THE DARK WORLD

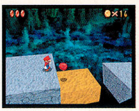
Behind nearly every Peach kidnapping looms the inimitable baron of badness, the one and only Bowser, king of the Koopas. Your first run-in with the husky brute can take place after you've rescued Mario and amassed 10 stars.

Red-Coin Collecting

Press the switch and build a temporary platform.

You'll find another coin near Mario's starting point.

Navigate the green path while avoiding hazards.



Drop to the moving platform while it's extended.

Ride the square moving platforms and grab your prize.

Use the stylus to cross this narrow bridge with ease.

Coin seven rests atop this platform, over the seesaws.

The last coin waits patiently on the ledge below.

Defeat Bowser

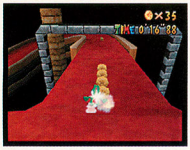
Enter the warp pipe at the top of the checkered temporary staircase to kick off the first of several encounters with the Koopa King. Use the stylus to circle Bowser; when he pauses to fire off his mouth, grab his tail and swing him around. Press the A Button to release him from your kung fu grip and hurl him into one of the eight mines floating near the perimeter. Bowser will cough up the Basement Key as your compensation.

CASTLE SECRETS

Hidden within the colorful hallways and decorated rooms of Princess Peach's castle are more collectible secrets. Take a breather every so often and wander around—you just might stumble onto something unexpected.

SECRET SLIDE

Slide Downhill for a Star



Jump through the stained-glass window outside Peach's rec room and slide down the course for a secret star.

Finish in Under 21 Seconds

Repeat the slide course, but this time take a shortcut by hopping to the ramp below you (see the bottom-left screenshot). Finish in under 21 seconds to score a star.

WING CAP TOWER

Red Coins in the Sky

Grab the feather and collect all the red coins floating above the castle tower before returning to the lobby.

SECRET AQUARIUM

Collect Eight Red Coins

Backflip into the secret aquarium entrance and collect all eight red coins. Keep an eye on your air meter while you're fishing.

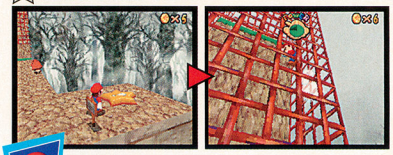
SUNSHINE ISLES

Collect Five Silver Stars

Leap through the painting in Peach's rec room and grab the five silver stars. Refer to your map screen for the location of each objective, then claim the gold star.

GOOMBOSS AREA

Mario's Wall Climb



Return to Goomboss country and press the star switch. Race to the cage and climb to the top before the gold star goes bye-bye.

Collect Eight Red Coins

Wario needs some action, too, so visit the Goomboss's turf after you've freed him, and gather all eight red coins. Use Wario's brute strength to bash the large obstacles that hinder your effort.

BOO COURTYARD

Stomp the Boos

Walk Mario through the hallway under the lobby stairs to Boo's courtyard. Run behind each Boo and attack while it's visible. Neutralize the ghosts and collect your reward.

LET'S A-GO!

There is much left to do before your friends are returned to safety, so get moving! Check back next month for continuing strategy coverage.

METROID® PRIME HUNTERS

FIRST HUNT

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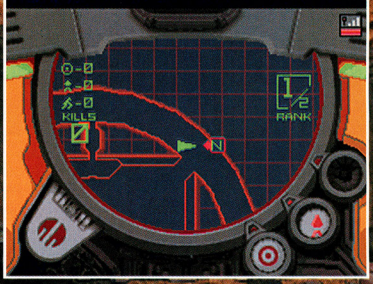
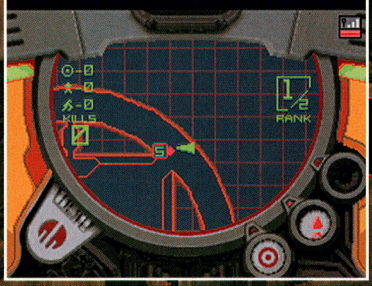
The Hunt Is On

It's an all-out fight, and everybody's invited—packed in with every Nintendo DS is a demo of the upcoming space-age blockbuster, Metroid Prime Hunters. The demo, called First Hunt, includes three complete multiplayer stages ready for up to four competitors. With the game in the hands of every DS owner, you'd better be ready for any challenge. Only one question remains: will you be the hunter, or the hunted?





Don't get ambushed—keep an eye on the map to determine where your foes are at all times.

Point and Shoot

First Hunt puts four different weapons at your disposal. Each has its own unique characteristics—your success will depend not only on quick reflexes and steady aim, but also on how effectively you employ your entire arsenal. When you pick up either the Missile Launcher and the Electro Lob a second time, you can charge up the weapon for added effectiveness.

Power Beam

The starting weapon shoots very quickly—perfect for strafing.

Bomb

While in Morph Ball form, drop bombs to damage pursuing foes.

Missile Launcher

Though slower than the Power Beam, the Missile Launcher packs a punch.

Electro Lob

Puddles of electric energy disrupt the victim's vision.

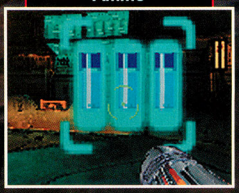
Pickups

When you first start a battle, you will not have full health or ammo. Head straight for any pickups to start strengthening your stats. Items reappear in the same place after a few seconds, but be careful not to camp out near the icons for too long, or risk being blindsided.

Health

Remember where to find health, and return for it when you need it most.

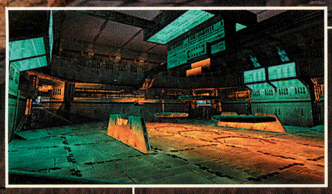
Ammo



Keep your ammo supply full so you don't run out in the middle of a fight.

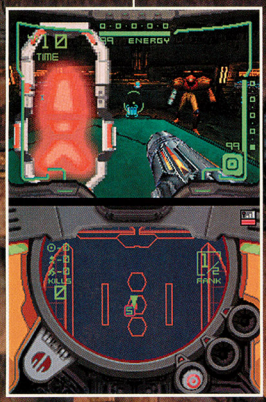
Double Damage

Pick up the above icon to cause extra damage temporarily.

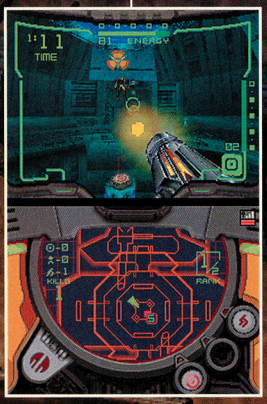


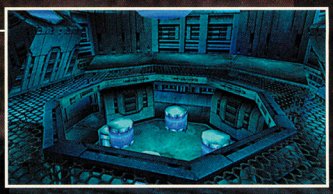
Trooper Module

The Missile Launcher is ideal for close combat, making it very valuable on the Trooper Module stage. When the match begins, race up the central platforms to grab the missiles before your opponents can do the same. If during the skirmish you wind up on the defensive, assume Morph Ball form and roll under the outer-hallway floor—your enemy's weapons won't penetrate the grating.



Assault Cradle





With multiple levels and many places to hide, the huge space base is best suited to three- and four- person battles to keep the action hot. Use the jump pads to launch your character into the air to reach higher platforms, then blast your opponents from the upper decks. Attaining the Double Damage icon requires some tricky jumping, leaving you vulnerable as you make your way up to it—be sure to watch your map for incoming hostiles.

Ancient Vestige

The Missile Launcher again plays an important role in the small ruins arena, but the risk in obtaining the powerful weapon is even greater than in the Trooper Module. Roll through the tunnels on the upper level, hurry across the rock bridge in the middle of the arena to claim the Missile Launcher, then fall immediately to avoid fire. Blast opponents from the safety of the side corridors.

Keep Up the Fight

Your education isn't finished—there are many more ways to improve your bounty-hunting prowess. The single-player missions are great for sharpening movement and aiming skills, and for experimenting with control styles to determine which one fits you best. Be sure to visit www.metroidhunters.com, as well, to get tips straight from the developers of Hunters. And stay with Nintendo Power for more information on the full game, Metroid Hunters, due in March.

SPIDER-MAN 2™
THE GAME

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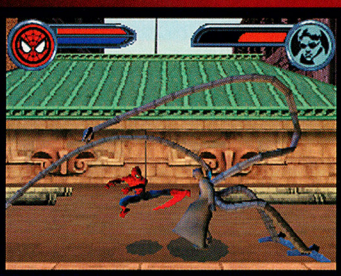
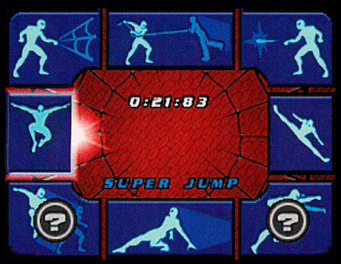




EVERYONE
E
CONTENT RATED BY ESRB
Violence

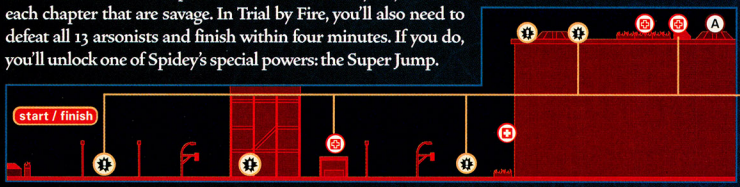
With great power comes great responsibility, so NP is here to take some of the weight off your shoulders. Our maps and tips will help you sling through Spidey's sprawling Nintendo DS epic.

Chapter 1: Trial by Fire

You'll need to send Spidey into a burning building to save five hostages (in recommended order of completion on the map) and return to the start—no problem. It's the *secondary* objectives in each chapter that are savage. In Trial by Fire, you'll also need to defeat all 13 arsonists and finish within four minutes. If you do, you'll unlock one of Spidey's special powers: the Super Jump.

Map Key

- HOSTAGE
- ENEMY
- HEALTH
- LARGE HEALTH
- SPECIAL METER REFILL
- HIDDEN UPGRADE



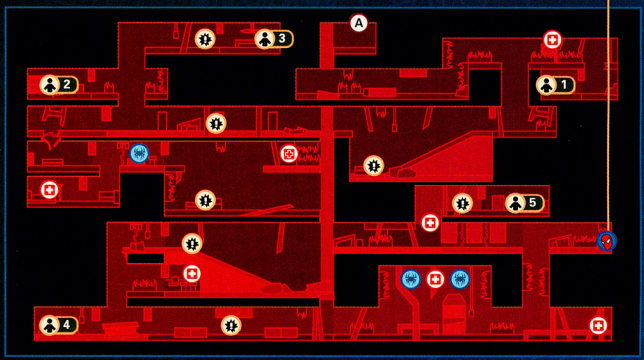
Three arsonists and one power-up will appear only during your return trip to your starting point.

Thwipp!! to an Upgrade

Before you rescue the final hostage, climb into the dead end and use diagonal ziplines to reach the hidden health upgrade.

Burn through Objectives at High Speed

Spidey's web-zip takes him to spots faster than swinging or crawling. It also carries him through fire unscathed. The move is a must for speeding through the challenge within the time limit.



Chapter 2: Convict Caper

In the second chapter, you'll need to scour the city for 23 escaped convicts then reach your apartment, and do it all within five minutes to earn the secondary-objective prize: a health upgrade.

Go Slow-Mo with Spider Sense

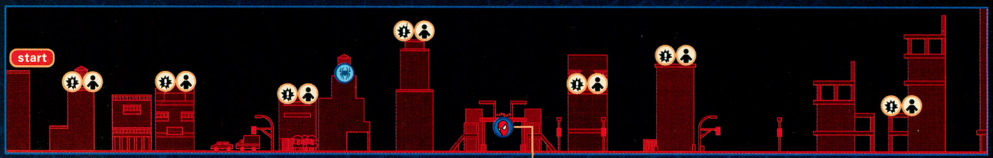
Your Spidey Sense will flare up when an enemy's about to hit you. When you see the halo around Spidey's head, hit the L Button to put the world into red-tinted slow motion for a few seconds. You'll then have more reaction time to formulate your kickbutt attack plan. Enemies move extremely fast, and their bullets move even faster, so take advantage of your power.

Stay in Touch with Special Moves

You'll start the game with three special moves: Web Pull, Impact Web and Slide Kick. You can map a move to the R Button by tapping its diagram on the touch screen. Every time you use one of the special moves, you'll drain your Special Meter. If you completed Chapter 1's secondary tasks, you'll also have the Super Jump, which lets you scale high-rises faster—a major advantage in Chapter 2. To trip up gun-totin' foes, bowl 'em over with the Slide Kick before they hit you with bullets.

Chapter 3: Race to the Lab

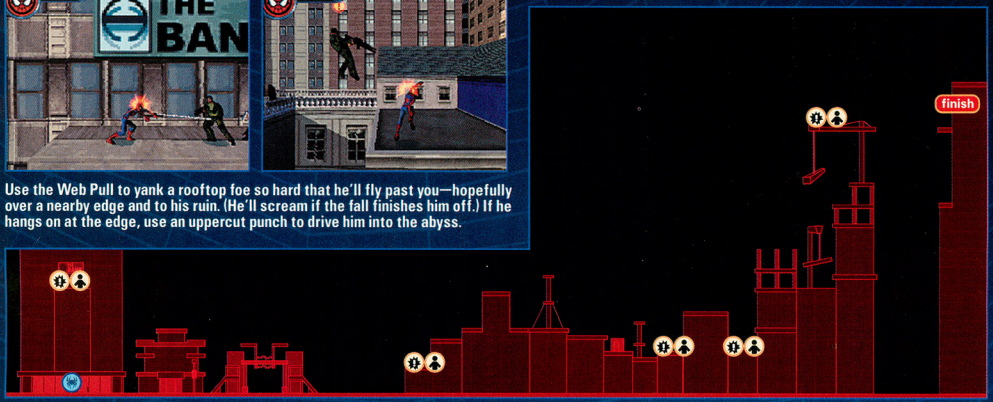
You'll swing across the city, moving from the left side to a new area on the right, to reach Dr. Octavius's lab—while bashing 12 muggers and rescuing each of their victims, all in six minutes. Do it in three and a half to earn the Split Kick special move.



You'll find a health upgrade on the underside of the elevated train tracks. Use a web-zip to propel yourself to the upgrade, but cut your line short before you rise into the electric arcs above it.

Clean the Scum from Rooftops with the Web Pull

Use the Web Pull to yank a rooftop foe so hard that he'll fly past you—hopefully over a nearby edge and to his ruin. (He'll scream if the fall finishes him off.) If he hangs on at the edge, use an uppercut punch to drive him into the abyss.

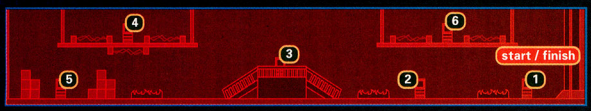


Chapter 4: Reactor Room Rumble

When the doc's experiment goes awry, you'll need to reach six electrical panels and deactivate them within one minute. To earn a Special Meter upgrade, do it in 25 seconds without getting hurt once.

Squeezing a One-Minute Task into 25 Seconds

The objective-completion clock counts down only when you're moving around the room, not when you're deactivating panels, so you'll have the whole minute to maneuver to each panel and return to the start point. That's hard enough, but the secondary objective cuts it down to only 25 seconds. Follow the panel order below. As you swing up to point 4 (and point 6 on the return trip), use the raised platform to get a leg up, and press Up on the Control Pad as you swing for even better altitude.

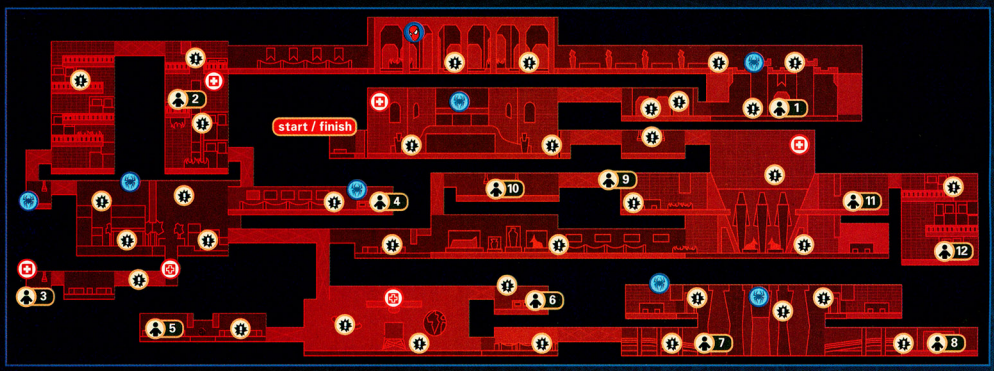


Superheroics on the Touch Screen

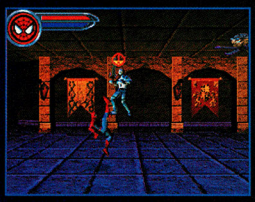
Once you step up to a panel, you'll have to deactivate it by pulling a ball through an electrified course. Use your fingertip to grab and drag the ball. The orb can move only so fast, so make sure that your fingertip doesn't leave it behind. Electric arcs spark up every few seconds. If the ball touches one, you'll suffer damage and have to start over. In addition, you'll have only 10 seconds to complete the task, or else face electrocution.

Chapter 5: Museum Mayhem

Robots have infiltrated the museum, and you'll need to save 12 hostages to complete the chapter. To earn the Web Net move, you must destroy all 35 bots and save the hostages within eight minutes—save them in the order below.



Go Light on the Slow-Mo

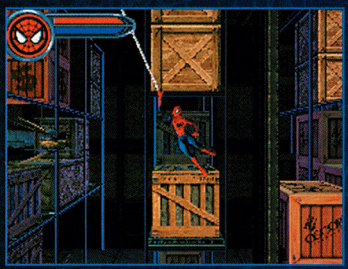


Spidey Sense puts the world in slow-mo, but it doesn't slow the timer, so use it only when real-time reflexes—vital to delivering uppercuts against ground foes, and web-zips against flying enemies—fail you and give your foe the edge.

Don't Fall for Decoy Hostages

You'll find many hostage illusions throughout the museum. You don't have time to be suckered. Head for only the hostages called out on the map above.

Jet around on Web Power

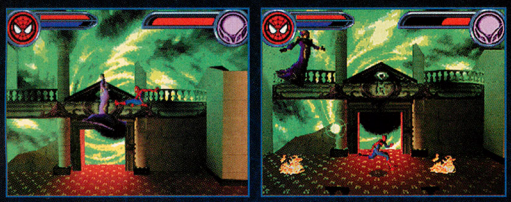


Web-slinging doesn't work well in low-ceiling hallways, but it's great in wide-open areas. The museum has many huge rooms—sling and web-zip to cut corners and save yourself precious seconds.

Chapter 6: The Madness of Mysterio

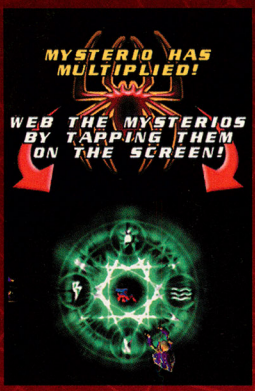
If you beat Mysterio in two minutes with 90 percent of your health, you'll nail the secondary objective. You won't get a reward, but you'll be well on your way to nailing perfect scores across the whole game.

Kick Him in His Mysterious Ribs



In the side-view parts of your battle, leap up to kick Mysterio repeatedly before he vanishes. Use your Web Net to bring the levitating villain down to earth before he summons hazards to the field—then bash the creep.

Peck Out Mysterio's Eyes with Your Stylus



When Mysterio drops below the floor, he may turn the fracas into a touch battle. You'll then stand in the center of an arcane circle as a multitude of Mysterios rush at you from the four compass points. Use the stylus—your finger will block the view too much—to peck at each Mysterio and fire web blasts. Keep tapping a foe until it falls, then switch to another target. If you defeat all of the fiends, the action will shift back to side view and you'll see the real Mysterio fall from the ceiling, bound in webbing. Attack him before he frees himself.

Chapter 7: Robot Rebellion

You must reduce 23 rampaging robots to scrap and meet Aunt May at the train station in less than 10 minutes total—or four minutes to earn a health upgrade. The Web Pull will help you take down hard-to-reach flying bots, and the Super Jump will let you vault over enemies that wait on high ledges.

Chapter 8: Enter Doc Ock

You'll need to outmove Doc Ock on both the upper screen and the touch screen. To achieve the secondary objective (again, no immediate reward), you gotta do it within one minute without taking a hit.

Put Your Best Foot Forward

When Doc Ock charges at you, leap over his head and kick him in the face as you skim his skull. When your Spidey Sense tingles, activate slow motion, rush under his tentacles and pummel his chest.

Deflect the Doctor's Best Attempts to Impale You

Occasionally, the action will shift to a front view of Doc Ock on the touch screen. The crazed doctor will hurl debris at you. Tap it with the stylus before it reaches you, or you'll suffer damage. After you avoid a certain number of inbound projectiles, the action will jump back to profile perspective. Though you can hack plenty off of the villain's health before the touch-based battle, there's no way to finish him off before facing him on the lower screen—so have your stylus close at hand.

Disarm the Mad Doctor

One last tip before we turn you loose: Don't forgo secondary objectives as you head into the back half of Spider-Man 2 (though they're all fiendishly difficult). The special moves you'll unlock are darn-near a necessity against what's coming: The Vulture and a rematch with Doc Ock.

PLAYING THE FIELD

THE NINTENDO DS GETS UP CLOSE AND PERSONAL

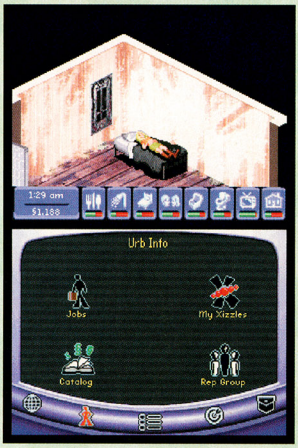
A tantalizing trio of DS titles tests your social skills in three happening settings. The masters of making it at NP drop pearls of wisdom on how to succeed in Feel the Magic: XY/XX, The Urbz: Sims in the City and Sprung.

You know, we don't just play video games all day at Nintendo Power. Well, actually, we do. But playing games is about making the right moves to reach your goals, be they beating level bosses or picking up a hot date. With that in mind, we've applied our mastery to three DS titles that are about taking care of business in the real world. Sega's Feel the Magic: XY/XX, Ubisoft's Sprung and EA's The Urbz are hotbeds of social interaction. You can be a raging loon or a smooth operator, win friends or make enemies, all depending on how you act and react. Learn from Nintendo Power's irresistible senseis, then—stylus in hand—practice your own form of coolness under pressure. You'll be a master manipulator in no time.

FEEL THE MAGIC: XY/XX

Performance art in bunny ears, human bowling and running with the bulls—Feel the Magic is like a wacky reality show with lounge music turned up to 11. To be the best, you'll need a steady hand, a soft touch and the willingness to do insane stunts in the name of art and love.

THE URBZ: SIMS IN THE CITY



Like a Tamagotchi with a human subject, The Urbz: Sims in the City asks you to keep your creation from perishing. Food, money and a place to live are important, but the real trick is in getting others to like your Urb and building your reputation.

SPRUNG

He said, she said and they all traded secrets. With storylines that are straight out of prime-time soaps, and a good-looking cast of characters, Sprung is a mind-twisting dating game that encourages you to say one thing but mean another.

GET IN WITH THE IN CROWD

In Feel the Magic, you try to win the attention and affection of a popular girl by falling in with a group of zany street performers. In Sprung, you need friends to watch your back in the treacherous ski-lodge dating scene. But social connections are most important in The Urbz. Your rapport with others—what they think about you, your other friends and your possessions—will determine whether you're a booming success or a floundering failure.

IT'S NOT WHAT YOU KNOW. IT'S WHO YOU KNOW.

The answer to one question—"What is the meaning of life"—places you in one of four rep groups at the outset of your Urbz game. If you answer "Having the toughest rep," you're a Streetie. Say "Mad 133t computer skillz," and you'll be pegged as a Nerdie. If you pony up with "Fat sacks of cash money," you'll be known as a Richie. A response of "Busting sweet rhymes" will make you an Artsie. How you relate to other members of your group will determine how high you rise in the ranks. You'll earn a rep point from each member of your group with whom you have a relationship score of at least 50. Another point will be bestowed upon you for having a relationship score of 100 with your group's leader. (See more on gaining a rep in Classified Information on page 68). You'll gain another point for having a negative relationship with the leader of the rival group, one for finding your group's lost trophy, one for getting a rating of 10 in your group's favored skill and two for completing your group's mission. Ranking rewards include a rep group object, a signature walk and a key to the group's clubhouse.

Streeties: Led by Darius, the Streeties are composed of Crystal, Kris Thistle and Ewan Watahmee. They're not keen on the Richies, but they do like working on their Body skill. Six rep points with the Streeties will activate the Quick as a Flash Xizzle (increasing your running speed). Eight points will give you Street Signs (a bonus in conversations with other Urbz).

Nerdies: To be a Nerdie is to dislike the Artsies and enjoy building your Logic skill. Lincoln Broadsheet, Susie Pirnova and Maximillian Moore are led by Polly Nominal. If you earn six rep points with the Nerdies, you'll unlock the Off the Grid Xizzle (your utility bill is reduced by 75 percent). Eight points gets you the Spell Champ Xizzle (unlocking the Spelling Bee minigame).

Richies: Not big on the Streeties or Urbania, the Richies are Misty Waters, Lilly Gates, Lottie Cash and leader Luthor L. Bigbucks III. The Richies' six-point Xizzle is Genial Behavior (increasing the chance that a genie will save your Urb after he or she passes out), and their eight-point Xizzle is Gratis, Baby (giving you a weekly stipend of 400 simoleons).

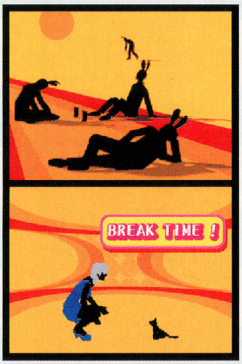
Artsies: If you're in with the Artsies, you don't like living in Glasstown, but you do enjoy woring on your Creativity skill. Artsie leader Roxanna Moxie is joined by Theresa Bullhorn, Cannonball Coleman and Pritchard Locksley. Six points will get you the Night Owl Xizzle (giving you more energy at night). With eight points, you earn the Djinn Genius (a genie lamp).

If you're a Streetie, you'll gain a rep-group point right away by chatting up Kris Thistle.

You can switch allegiances by getting to know members of the other groups, but you can't have top ranking in two groups at once.

RUB PEOPLE THE RIGHT WAY

A beautiful girl walks past you on the street. How do you get to know her? You could talk to her and see if you have anything in common, or you could take the road less traveled and do as your Feel the Magic character does: join a performance group called the Rub Rabbits and participate in outrageous stunts. You'll like the rabbits. They're a crazy lot. Just don't let them make you wear the bunny ears.



Hanging with the rabbits—if the girl sees you with this bunch, she might think that you're not so bad. You know, compared to the bunny people.

KEEP YOUR FRIENDS CLOSE

The key to advancing in Sprung's missions is to make friends, then keep their confidence. To do that, you might have to agree to do things that you'd rather not, such as set up a real friend with someone that you're just trying to use. The important thing is to see the big picture. Get a sense for who you're dealing with and feed them lines that you think they'll respond well to. Don't hesitate to be brash. Some people like that.

Is it a good idea to anger the rich kid whose dad owns the ski shop where you work? It'll either show that you've got chutzpah and earn you the club's VIP pass, or it'll get you fired.

A LITTLE LESS CONVERSATION—A LITTLE MORE ACTION

There are many ways to reach your social goals. It's not all talk, talk, talk. Feel the Magic proves that with its action-oriented Super Performance storyline. You won't realize how far you will go to get the girl until you find yourself flinging friends from a catapult. The Urbz also features active minigames (including a few that are exclusive to the DS version), and Sprung involves a different kind of "action" altogether. But Feel the Magic is the king of the category.

THE HOSTESS WITH THE MOSTESS

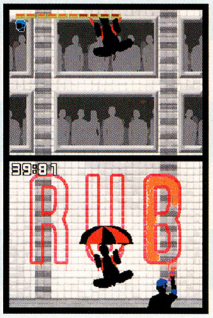
There are two girls in Feel the Magic: the object of your character's desire, and the minigame presenter who the game's developers refer to as "the hostess." You can outfit the hostess with 21 costumes, 21 hairstyles and 12 pairs of shoes in Maniac mode, then see her in her new duds between levels in Story mode. You'll unlock hairstyles and shoes by finding hidden rabbits in the Story mode cutscenes and touching them with your stylus. If you grab one rabbit, for example, you'll earn the ponytail hairstyle. Two rabbits get you the white pumps. When you earn star ratings in Memories mode, you'll unlock the hostess's outfits. Three stars unlock the blue swimsuit, while five reveal the China dress. A combination of stars and rabbits unlocks advanced items, such as the nurse outfit and shoes (100 stars, 30 rabbits) and the police outfit and shoes (130 stars, 40 rabbits). Five specialty hairstyles—ones that mirror those of Sega characters—become available after you've cleared the game (with different rewards for Normal and Hard difficulty levels) or after you've placed any of five Sega-developed GBA paks in the DS's GBA slot: Sega Pinball Party, Space Channel 5, Sonic Advance, Sonic Advance 3 and Puyo Pop Advance.

Rabbits are prolific in cut scenes. Tap them to earn unlockables.

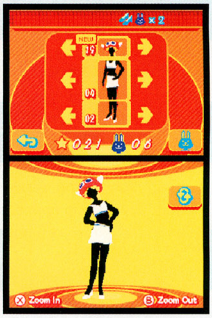
There is a total of 60 rabbits in the game. Caught rabbits are shown in Maniac mode.

Once you earn an item, a message will pop up to tell you what you've got.

The hostess appears in cinema scenes with dress, hair and shoes that you've selected.



Your accomplishments in Memories mode give you an item-unlocking star rating.



Sega-character hair becomes available through game completion or by way of GBA paks.

XIZZLE SIZZLE

Besides interacting with other characters, much of what you do in The Urbz is maintain your character, keeping him or her from going hungry or from collapsing due to sleep deprivation. You can help in those areas by activating Xizzles. Most of the Xizzles that you can use are determined by how you answer the questions that pop up when you're creating your Urb. The first question puts you in a rep group. The other five assign Xizzles. If you confirm that money is everything in response to the final question, for example, you'll get access to the Livin' Large Xizzle, which allows you to earn a 20 percent bonus with every job minigame. If you decide that love is the answer, you'll get a chance to use the Chillin' Like a Villain Xizzle, which makes all of the character-maintenance meters slow down by a factor of 10 percent. To activate each Xizzle, you must hand over three strings of Xizzle Beads to the doorman at, you guessed it, Club Xizzle.

After you complete the Create-an-Urb questionnaire, you'll be granted access to Xizzles.

Find Xizzle Beads or earn them by making friends, then exchange them for Xizzle powers.

CAT SCRATCH FEVER

The phrase "Can't we all just get along?" comes to mind when you're knee-deep in the social politics of The Urbz and Sprung. In The Urbz, bringing up the wrong subject or losing it in public (if you don't tend to your Bladder needs) will anger people and possibly earn you some jail time. In Sprung, leaving a trail of broken hearts is practically a goal. But you don't want to get caught up in that unless you know what you're doing.

CALLING DR. LOVE

The wilds of Snow Bird Mountain are your hunting grounds in Sprung. When you're playing as Brett, the action heats up in the speed-dating mission in which you've made a bet with your friends that you can get more phone numbers than they can. The object is to get the numbers—not necessarily to make the women like you—and the only way to clear the mission is to get numbers from each of the four women in the bar.

After a warm-up conversation with Erica, talk to Leanne, the one with the black hair. Once the conversation turns to her sharp wit, you'll have the chance to say, "What would it take to get your number?" The answer will be the VIP Sanctuary Club Pass. Make the trade.

Shana (the woman with the red hair) is next. Look for the easiest way to anger her. After she chants, tell her, "I've never met someone who wasn't embarrassed to chant in a techno club before." Disarmed, she'll hand over her number.

Speak to the blonde (Alex) and steer the subject toward skiing. Tell her that she should take it up and that you can introduce her to your friend Lucas (her crush), the ski champ, for lessons. She'll give you her number to pass on to Lucas.

The last woman that you'll approach is Kiki. You won't get anywhere by talking. Give her a rose—her number will by yours.

Leanne is savvy. The only way to get her number is through a trade—the Sanctuary Club Pass for the digits.

Kiki is surly and you can't sweet-talk her, but a simple rose will melt her heart and get you her number.

DISHING ON SPRUNG

If the dialogue in Sprung reads like an intentionally trashy TV show, that's because Colleen McGuinness, a story editor and staff writer for the Fox series *North Shore*, lent her wit, wisdom and feminine wiles to the game. We spent a few minutes with Ms. McGuinness to get her take on what it was like to write for an interactive format.

NP: How did you get this gig?

CMG: Some people at my talent agency, UTA, deal with the gaming companies, and my name came up because I worked on the show *Miss Match*. It's cool because I grew up on Nintendo and Super Mario Bros., so I was really excited to do it.

NP: How was writing for Sprung different from writing for *North Shore*?

CMG: Well, television is a group process. The writers come up with ideas communally, and then they give an outline to whoever is writing the episode. But with Sprung it was easier because I would write something and then get feedback on it from the game's designers. When they hired me, they gave me a rough idea of what they were looking for, and I then went and created the characters and the setting, and wrote all the scenes and dialogue. But all along they would give me feedback because, obviously, they have more experience with games. So I would pitch them ideas and they would say things like, "We like these kind of comebacks" or "We want a scene in a hot tub."

NP: When you were working on the male characters, did you ask any of your male friends for input, or did you just remember things guys have done to meet you?

CMG: I might've made a call here and there, but I have a lot of male friends, and have always paid attention to how they talk, and their attitudes towards women. But then this was kind of written like a soap opera, so there needed to be certain archetypes for these stories to work: a bad guy, a good girl, etc.

NP: Speaking of which, the game is set in a ski lodge. Have you spent a lot of time in ski lodges?

CMG: Yeah, I've been to some. It's funny, I'm actually going to Vail, Colorado, for New Year's. It's a good setting for this kind of game.

WORK IT! OWN IT!

Video games are not real life. They're an escape—a chance to misbehave without consequence. That's one thing that makes Sprung, The Urbz and Feel the Magic so much fun. But they have a lot of substance, too. Even after the initial titillation has run its course, you still have solid gameplay to experience, and many items to collect. The Urbz is chockablock with possessions to purchase and uncover. Sprung has more than 50 two-screen art gallery pieces to unlock, and Feel the Magic has all of its crazy Maniac features. So go forth, conquer the city, slopes and bunny trails, and bring back trophies from your travels.

EPIC CENTER

We love breaking news, and it doesn't get a whole lot bigger than a brand-new RPG series. Namco's newest GBA creation has us all kinds of excited, but we've retained enough of our senses to help you through two of the new dungeons in Final Fantasy I & II: Dawn of Souls.

EPIC NEWS

The Saga Begins

A couple of months ago, we met with representatives from Namco who promised us information about an all-new RPG for the Game Boy Advance. Well, we've been prodding and cajoling and pleading ever since, and they've finally given up the goods. The new game is called Sigma Star Saga, and it bills itself as an RPG-shooter. The story takes place during a long-running war between humanity and a race of aliens called the Krill. As one of the finest human pilots in the galaxy, you are asked to take a dangerous assignment and infiltrate the Krill, but events soon spiral out of control when you are poisoned and awake on a Krill battleship. (We're glad to see that you get poisoned—most good RPGs have at least one poisoning.)

The gameplay is divided into on-foot portions (seen in the screenshot below) and side-scrolling space battles. At first, you can delve into only one planet, but as you progress further into the game you'll be able to visit up to six, flying between them and exploring as you see fit. The RPG aspects appear to be strong—you'll gain experience points each time you fight a battle, and then distribute them to stats such as Shield, Hit Points and Maneuverablility. You'll also earn cash for blasting your foes, which can be used to fund weapon experimentation and creation. Weaponry is a big part of Sigma Star Saga, and you build better ones by finding Gun Data. You can combine the 50 different kinds of Gun Data by forming phrases, such as Spread Shot-Stop and Charge-Explode. We've never heard of such a thing before, but it should allow players to create a truly wacky arsenal.

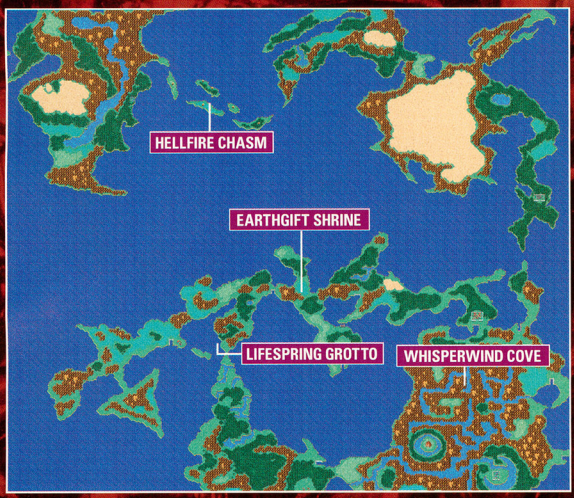
The game is being developed by WayForward Studios, a California-based development house with a very interesting past. Its staff has worked on such diverse titles as The X Fools (a bizarre computer game that parodies *The X-Files*), a paint program for the Sega CD and Shantae, one of the best games ever made for the Game Boy Color. The boys of WayForward have been nice enough to provide us with exclusive screenshots and artwork from the game, and have promised much more to come.

We're very excited about the possibilities for Sigma Star Saga (which is only a working title), but there are a ton of questions left to answer. Epic Center will keep a very close eye on the game in the next few months and bring you more info, new screens and maybe even reports from a trip to California to meet the team and get some hands-on playtime.

EPIC TACTICS

Final Fantasy might be a remake, but it still has a trick or two at the ready. The game includes four totally new dungeons in which you can find rare and powerful goodies—and we'll show you how to clear the first two.

FINAL FANTASY I & II
DAWN OF SOULS



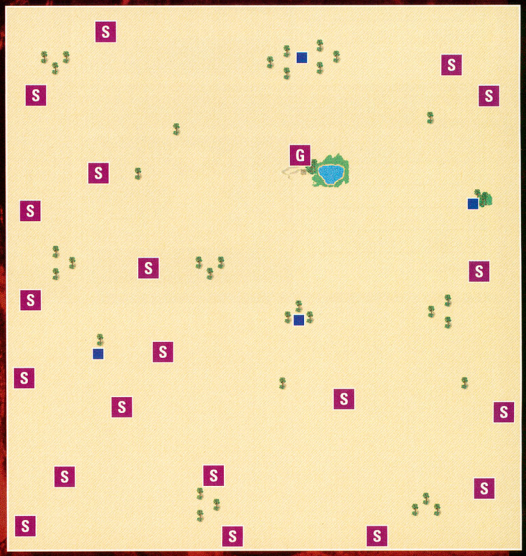
Hey, Look! A Map!

The map to the left shows the world of Final Fantasy in all its glory, highlighting the locations of all four secret dungeons. You will visit the dungeons in the following order—Earthgift Shrine, Hellfire Chasm, Lifespring Grotto and Whisperwind Cove—and can access each one only after you light the corresponding crystal in the main game. We've included maps of the first two dungeons—see the key below.

- **S** The S icon calls out possible entrances to the level. Since all the dungeons are random, there are many such icons.
- **G** The G icon shows the goal (usually the exit) for each area. There is only one G icon per map.
- Treasure locations are marked with blue boxes. Chest appearances and the treasure inside are random.
- **BOSS'S NAME** Since bosses are big and scary, they are called out by name in red boxes.
- **AIRSHIP** The Hellfire Chasm airship is called out in a green box.

Earthgift Shrine

Once you clear the Cavern of Earth and light the Earth Crystal, the Earthgift Shrine will become accessible—the entrance is in a cave just south of the Chaos Shrine. Some of the enemies are pretty tough, so you might want to wander around and gain a few levels before tackling the shrine. Note that the dungeon order is totally random, so you'll need to scan the maps closely to figure out where you are each time you enter a new area.



ENEMY ENCOUNTERS: EARTHGIFT SHRINE

NAME	HP	ATK	GIL	EXP	WEAKNESS
Abyss Worm	2,500	95	1,500	4,000	—
Black Goblin	50	10	300	200	—
Catoblepas	200	30	800	1,500	—
Desertpede	120	35	100	250	—
Gloom Widow	71	8	520	140	—
Skuldier	120	25	80	133	Fire, Dia
Wild Nakk	80	15	60	240	—

2-Headed Dragon

HP	4,500
ATK	60
GIL	0
EXP	0
TREASURE	Bard's Tunic
WEAKNESS	—

Ahriman

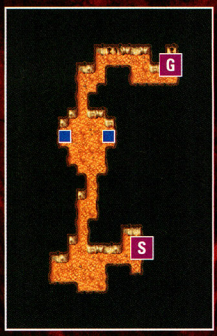
HP	4,000
ATK	60
GIL	0
EXP	0
TREASURE	Dry Ether
WEAKNESS	—

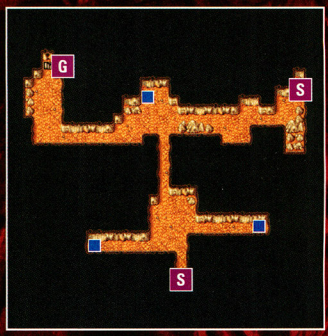
Cerberus

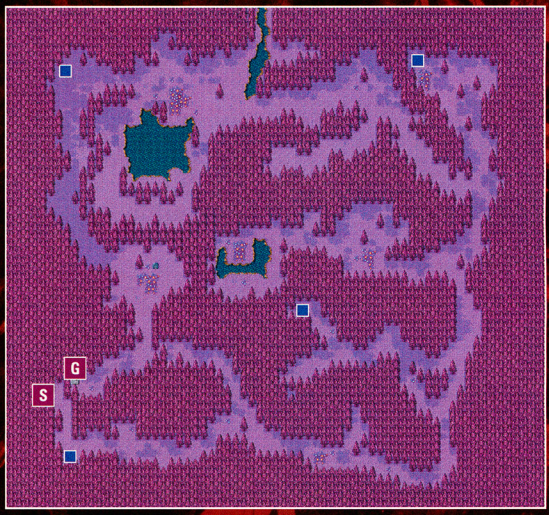
HP	4,000
ATK	40
GIL	0
EXP	0
TREASURE	Kotetsu
WEAKNESS	—

Echidna

HP	4,800
ATK	50
GIL	0
EXP	0
TREASURE	X-Potion
WEAKNESS	—





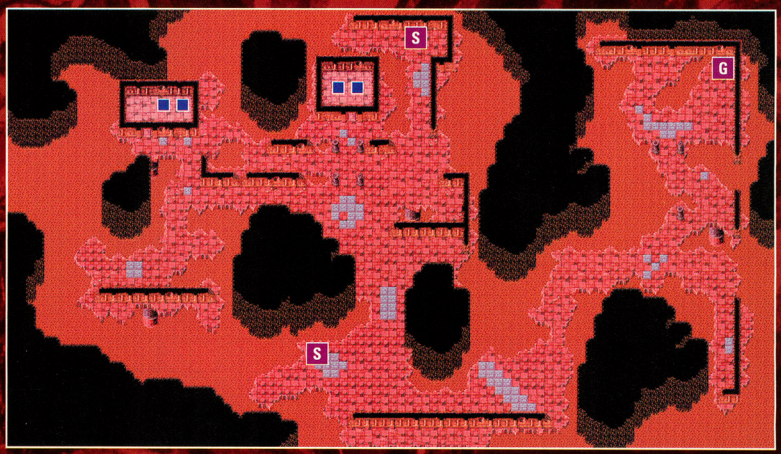


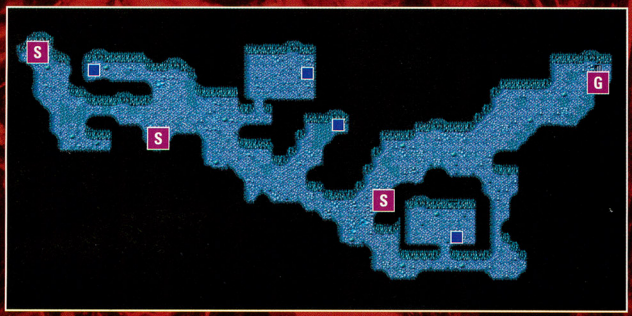
TAKE A TRIP . . . OR TWO!

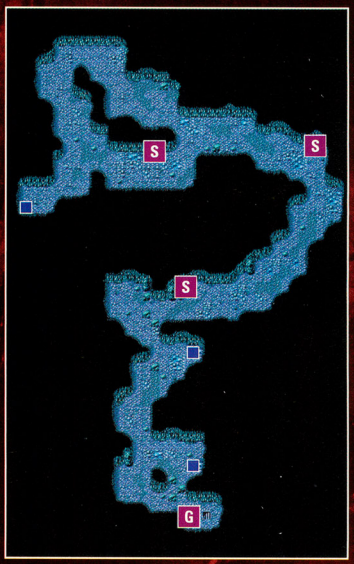
The final room of the Earthgift Shrine is always the one shown to the right, and it contains four bosses. Once you choose a boss and defeat it, you'll be kicked back to the shrine's entrance. If you want to fight all four bosses, you'll need to clear the shrine four times.

Hellfire Chasm

You'll be able to access the Hellfire Chasm after you've defeated Marilith at Mt. Gulg and lit the Fire Crystal. The entrance is hidden on the islands surrounding the Dragon Caves, so a bit of sailing and searching will be required. Just like in the Earth-gift Shrine, level order, treasure chest locations and chest contents are random.

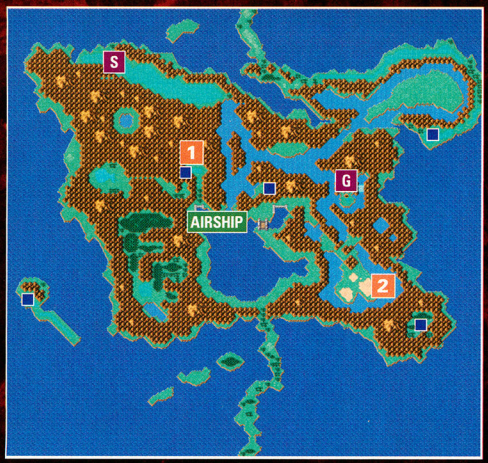


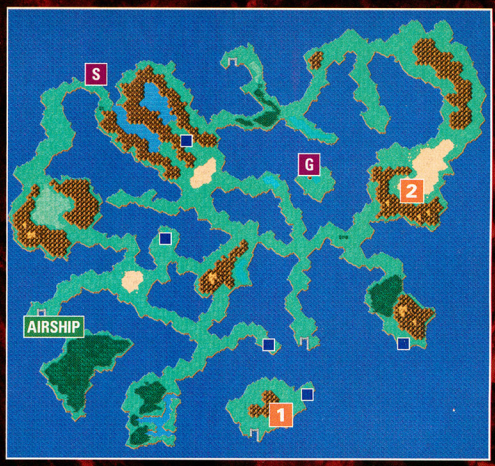




ENEMY ENCOUNTERS: HELLFIRE CHASM

NAME	HP	ATK	GIL	EXP	WEAKNESS
Black Goblin	50	10	300	200	—
Blue Troll	132	20	300	340	Fire
Catoblepas	200	30	800	1,500	—
Dark Elemental	200	66	780	1,500	—
Death Elemental	160	35	800	753	—
Devil Hound	150	22	150	300	—
Elm Gigas	250	40	850	850	—
Gloom Widow	71	8	520	140	—
Hundlegs	235	40	200	1,000	—
Poison Naga	232	6	960	960	—
Python	85	22	150	200	—
Sahagin Queen	100	30	500	500	Lightning
Silver Dragon	200	53	2,000	1,800	—
Wild Nakk	80	15	60	240	—
Yellow Ogre	150	25	250	300	—



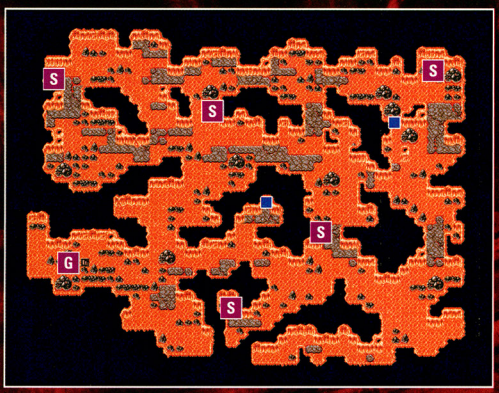


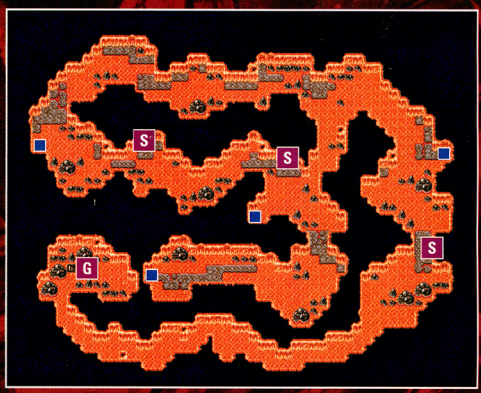
1 2 CHOOSE YOUR FATE

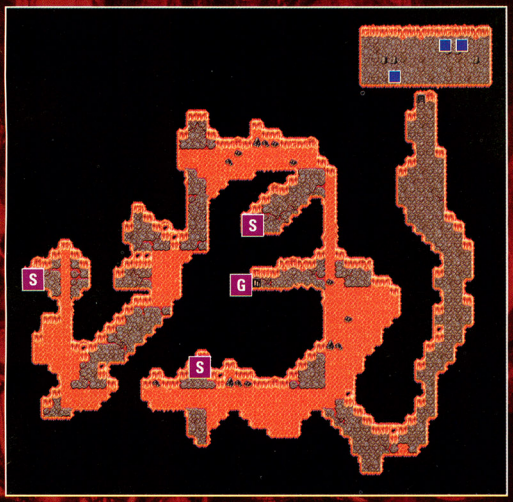
As you wander through the chasm, you'll encounter one of three overworlds. If you end up on the top-right map on this page, you must find the airship to reach the exit, but on the other maps the ship is otherwise optional. No matter where you are, use the boat to reach point 1, then talk to the man and sail to point 2. Walk into the palm tree to raise the airship.

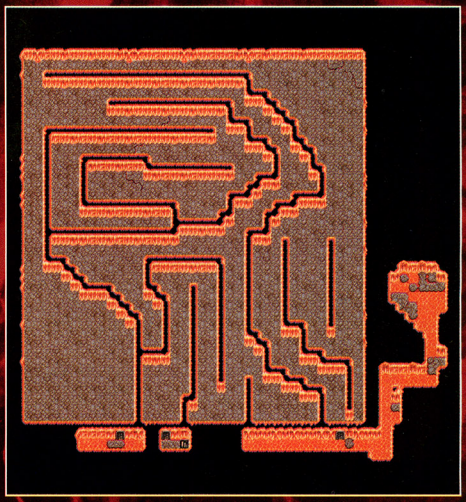
Cagnazzo

HP	7,968
ATK	44
GIL	0
EXP	0
TREASURE	Light Curtain
WEAKNESS	Lightning









Barbariccia

HP	12,954
ATK	88
GIL	0
EXP	0
TREASURE	Braveheart
WEAKNESS	—

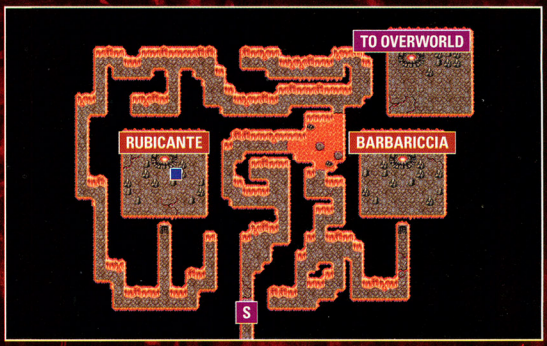
Rubicante

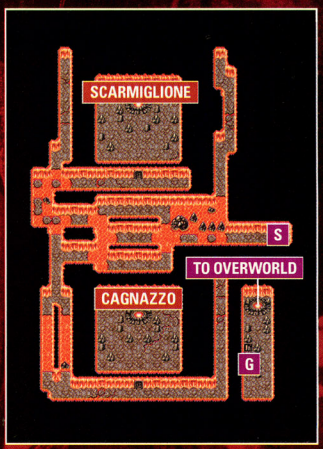
HP	15,000
ATK	88
GIL	0
EXP	0
TREASURE	Kikuichimonji
WEAKNESS	—

Scarmiglione (first and second versions)

HP	4,000
ATK	19
GIL	0
EXP	0
TREASURE	—
WEAKNESS	—

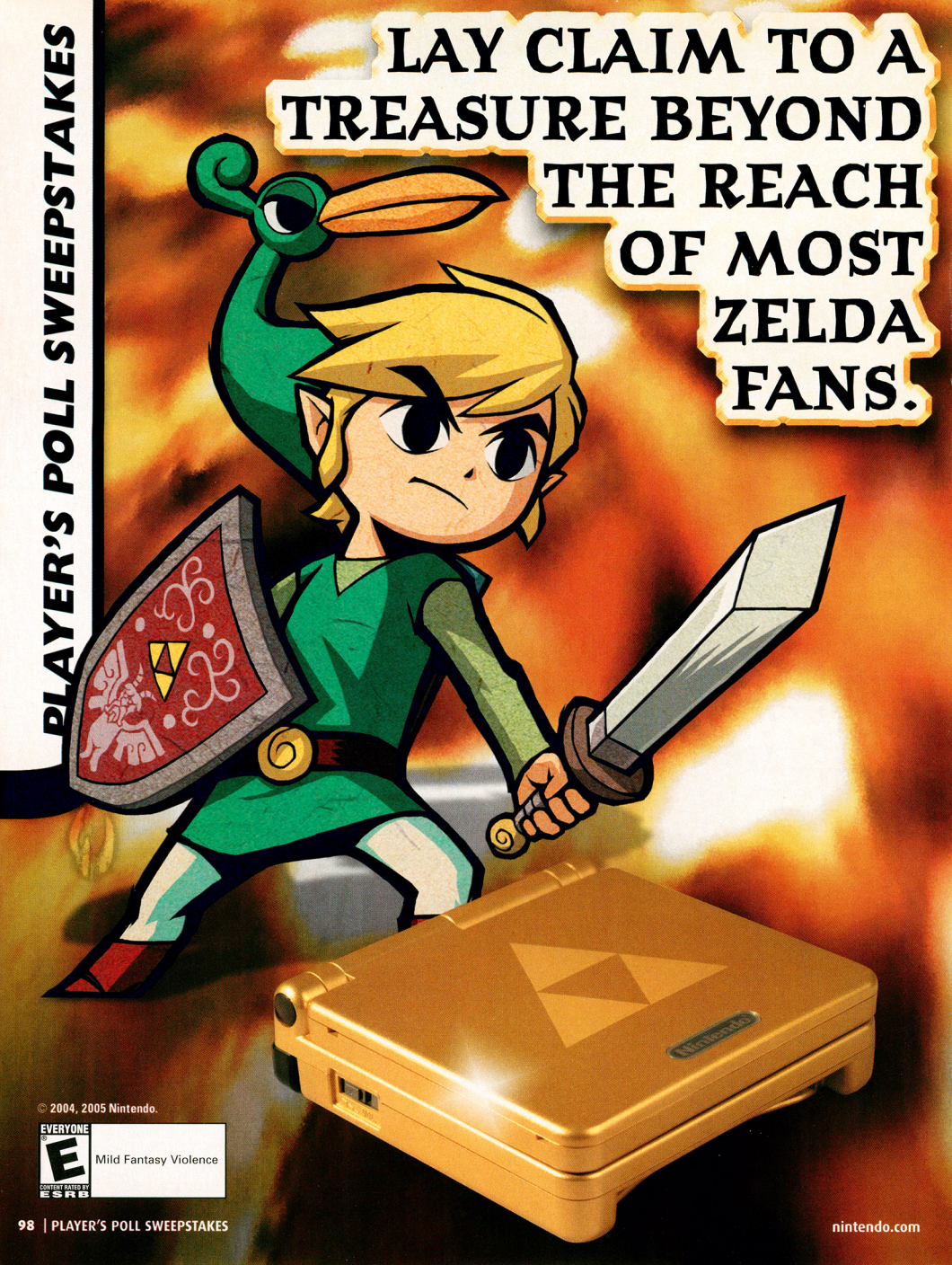
HP	7,046
ATK	46
GIL	0
EXP	0
TREASURE	Lunar Curtain
WEAKNESS	Fire, Dia





Two Dungeons Down, Two to Go

The final two dungeons are more tricky and diabolical than the Earthgift Shrine and Hellfire Chasm, so get your characters leveled up before attempting them. To find the Lifespring Grotto, defeat Kraken in the Sunken Shrine, then go to the cove shown on the map. To access Whisperwind Cove, beat Tiamat in the Flying Fortress, then look for a cave near the Cavern of Ice—use the canoe to reach it.



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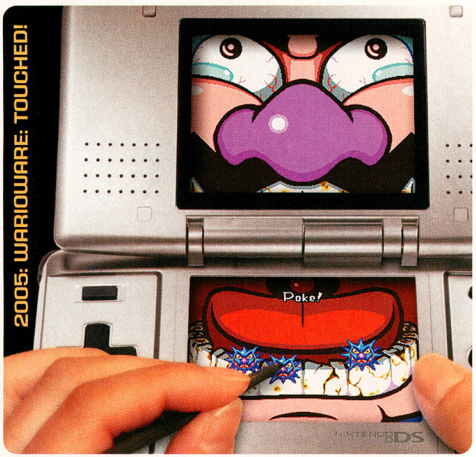
CUTTING-EDGE CONTROL

The future of game interaction is now.

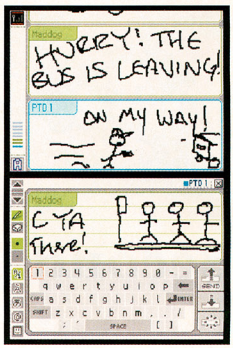
Almost every modern game Controller owes a debt to Nintendo. Their history of progressive interface design boasts such accomplishments as the directional pad, the analog control stick, the first console microphone, the rumble feedback feature and the Zapper, as well as licensed creations like the U-Force, the Power Glove and the Lifecycle 3500. Rather than rest on their laurels, the innovators at Nintendo continue to blaze ahead with a fresh crop of bold ideas.



Stylus precision affords players a wider range of control than an analog stick. WarioWare: Touched! taxes your stylus with a multitude of quirky challenges. One microgame puts you in a dentist's shoes—you'll need fast reflexes to pop the cavities attacking Wario's teeth.

touch control

Software developers are having a blast crafting exciting new games for the Nintendo DS. WarioWare: Touched! is a collection of lightning-fast microgames that take advantage of the DS's touch screen. Instead of registering simple button presses, the game interprets strokes of the stylus and reacts accordingly. Frenzied players will scratch, poke and slash at their screens in an effort to milk onscreen cows, sculpt facial hair and defeat a gang of ninjas in a matter of seconds. Controlling the game action through the touch interface is a natural progression in gaming, and it has opened a world of possibilities for designers and consumers alike.



PictoChat on DS empowers users to express themselves creatively through drawings and words.

You'll blast the mic with your breath in Mike's Vocal Aerobic games to put out fires and to send balls of fuzz across both screens.

voice control

In addition to implementing stylus control, some DS games are starting to explore sound control. The voice recognition in WarioWare: Touched! is similar to the technology employed in Mario Party 6, and will process all manner of utterances—burps, blows and screams—in a variety of truly unique microgames.

flashback

1983: FAMICOM
Several games from the '80s took advantage of the Japanese Famicom's built-in microphone.

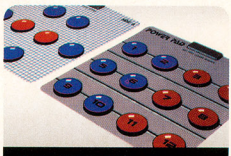
twist control

flashback

Chubby Checker was onto something big when he sang, "Let's do the twist," back in 1960. Wario jumped at the plump crooner's invitation and is now polishing up the North American release of his newest Game Boy Advance title, WarioWare: Twisted! In it, players will try their hand at over 200 new microgames by spinning and flipping their GBAs like a cat on a trampoline. While it sounds like an odd method of control, the end result is a pick-up-and-play experience like no other. Its instant accessibility and intuitive mechanics will appeal to a wide audience from preteens to retirees, introducing many to interactive entertainment for the first time.

No, this young lass hasn't lost her marbles—she's playing WarioWare: Twisted! on her GBA. Embedded inside the game pak is a small gyro sensor that interprets her twisting and shaking movements as valid input. As you might imagine, the game will elicit strange reactions from passersby.

2001: KIRBY TILT 'N' TUMBLE
A tiny sensor in the Tilt 'n' Tumble game pak allowed you to control Kirby's movements by tilting your Game Boy Color.



1985: POWER PAD
Titles like Dance Aerobics and World Class Track Meet utilized this precursor to the modern dance mat.

beat control

flashback

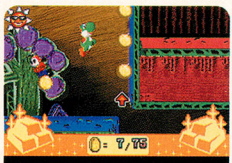
Both the DK Bongos controller and the MC Groovz Beat Pad require animated body movement, thereby transforming your game sessions into performances. When played solo, games like Donkey Kong Jungle Beat and MC Groovz encourage shy types to express themselves without the pressure of an audience. If rhythm doesn't come naturally to you, you can practice until you're a pro.

The DK Bongos are anything but one-trick ponies. In Donkey Kong Jungle Beat, you'll control DK's movements with rhythmic pounding and clapping.

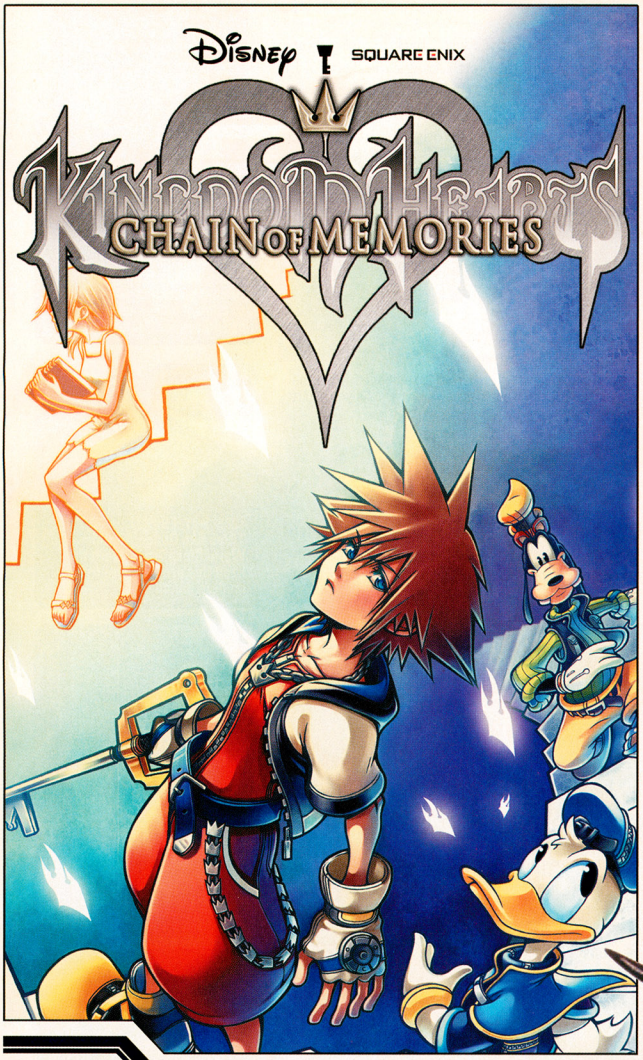
The GCN-exclusive MC Groovz danceCRAZE from Mad Catz puts your feet to work. Stomp to your favorite tunes and watch the pounds melt away.

LOOKING AHEAD

We've just begun to scratch the surface of emerging technology and its integration with engaging content. Just before this issue went to press, we heard about another GBA game that takes game control to a new level. Yoshi's Banyu Inryoku is slated to throw Japanese gamers for a loop in '05. Look for more details in future issues.



YOSHI'S BANYU INRYOKU



HEART TO HEART

In the last two issues of Nintendo Power, we dealt a pair of Kingdom Hearts previews and blew the lid off the collaborative sequel from Disney and Square Enix. We took readers on a tour through some of the Disney-themed worlds while offering an overview of the unique card-battling system. This month we'll sweeten the pot with an in-depth look at the game, as well as strategy for a number of boss battles.

Kingdom Hearts fans everywhere are rejoicing as Sora, Donald and Goofy return to battle the Heartless in a GBA-exclusive sequel to the PS2 blockbuster. Follow Sora through Castle Oblivion, an illusional world that converts Sora's memories into reality.

EVERYONE
E
CONTENT RATED BY ESRB
Fantasy Violence
Mild Language

© Disney. Tim Burton's The Nightmare Before Christmas © Touchstone Pictures. Developed by SQUARE ENIX. Characters from FINAL FANTASY video game series: © 1990, 1997, 1999, 2001 Square Enix Co., Ltd. Image illustration by Tetsuya Nomura.

ORGANIZATION IS KEY

To keep up with the fast-paced battle system, you'll need to have your cards well-organized. When you find a card that you want to use in battle, you must add it to your deck via the Review Decks menu option. Deck strategy is affected not only by what cards you select, but also by what order you keep them in. Reserve the top slots for attack cards, while keeping your item cards toward the bottom of your deck.

SLEIGHT OF HAND

Combining three cards during battle will create a more powerful move, or sleight. Because you'll lose one of the cards for the rest of the battle, you must use sleights sparingly, especially during longer battles. Throughout the game, you'll learn new sleights that require different card combinations in specific orders. Sleight information is available via the Status menu option.

ENEMY ASSAULT

Every time you defeat a main boss, you'll earn the corresponding enemy card for your deck. Enemy cards are powerful but require a lot of Card Points to equip. Press Select during battle to display equipped enemy cards. The effects of enemy cards vary from bestowing regenerative powers to giving advantages in battle, though most of their effects are temporary.

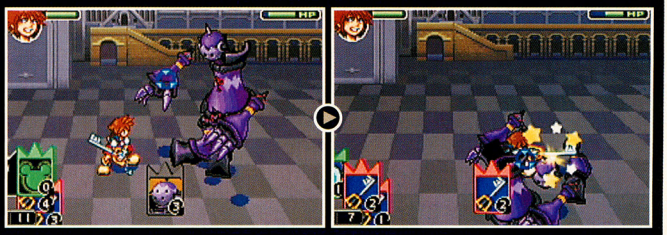
SALESMOOGLE

Cards determine everything in Castle Oblivion, including what lies on the other side of a door. If you use a Moogle card to open a regular door, a Moogle will be on the other side, ready to buy and sell cards. Buying card packs costs Moogle Points, earned throughout the game. Buy as many cards as you can afford—the Moogle will disappear when you leave the level.

GUARD ARMOR

TRAVERSE TOWN

At the end of Traverse Town, you'll encounter your first boss, the Guard Armor. If you use too many costly sleight combos early on, you'll run out of attack cards and have a difficult time completing the battle. Go after the blue-highlighted portion of the Guard Armor, and strike using attack cards and magic cards. Mickey cards that the Guard Armor drops will disable it temporarily.

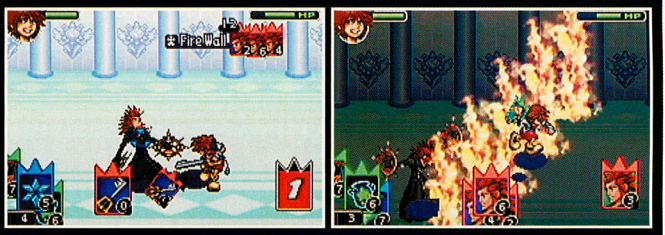


SUGGESTED CARD USE: Attack Cards (0-9) / Any Magic Cards

AXEL

CASTLE OBLIVION—F1

One of the mysterious figures controlling Castle Oblivion, Axel will test your skills by encountering you between floors. His attacks are much stronger than yours, so spend most of your time trying to avoid him. Axel is most susceptible to damage when he is reloading his deck. Try to time your card usage so that you can attack Axel while he is vulnerable.

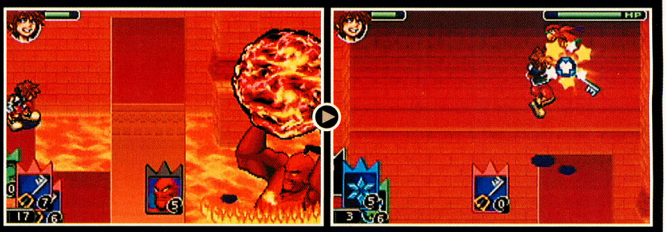


SUGGESTED CARD USE: Attack Cards (0-9) / Any Magic Cards / Potion or Cure

JAFAR

AGRABAH

You can tackle the next five areas in any order. Agrabah offers just one boss, the megalomaniacal Jafar. The blocks beneath you will rise and fall randomly. Hide behind them and use them as shields to avoid Jafar's elemental attacks. Attacking Jafar directly is futile. Instead, go after his parrot, Iago, by jumping and attacking with your Keyblade. Keep an eye on your health and have potion cards ready.



SUGGESTED CARD USE: Attack Cards (0, 3-9) / Potion or Cure

CLOUD

OLYMPUS COLISEUM

Cloud, the hero from Final Fantasy VII, is the first of two bosses you will face in Olympus Coliseum. He is quick with his sword and knows a variety of powerful combos. When you see Cloud loading cards for a sleight attack, double-tap the Control Pad to dive clear. Magic cards will be useful in attacking him from a distance. To launch a close-up attack, wait until he is reloading his deck.

SUGGESTED CARD USE: Attack Cards (0, 3-9) / Any Magic Cards / Potion or Cure

HADES

OLYMPUS COLISEUM

The final boss of Olympus Coliseum, Hades, will display his true fiery form in battle. Hades has a propensity to corner you with a flaming attack, trapping you momentarily and inflicting heavy damage. Move around a lot, attacking Hades with water- and ice-based cards. Avoid using any fire-based cards, as they will regenerate Hades's health rather than hurt him.

SUGGESTED CARD USE: Attack Cards (0, 4-9) / Blizzard, Dumbo, Cloud / Potion or Cure

SOLDIERS / TRICKMASTER

WONDERLAND

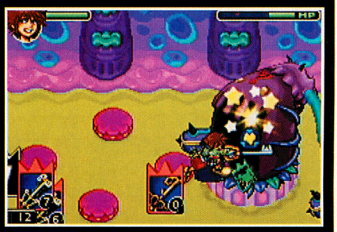
Before reaching the Trickmaster of Wonderland, you'll have to fight off a group of Card Soldiers sent by the Queen of Hearts. High-level attack cards should enable you to take them out with ease. While in battle with the Trickmaster, jump and attack using your Keyblade to earn a Mickey card. The Mickey card will create a table that will allow you to reach the Trickmaster with magic card attacks.

SUGGESTED CARD USE: Attack Cards (0, 4-9) / Blizzard, Dumbo, Cloud / Potion or Cure

PARASITE CAGE

MONSTRO

Staying on the rotating platforms is the key to success in your battle with the Parasite Cage. Jump from platform to platform to avoid its long-range attacks. Position yourself directly in front of it to strike with high-level attack cards. If you can hit the Parasite Cage while its mouth is open, you'll earn a Mickey card that will give you an opportunity to unleash a flurry of physical attacks.

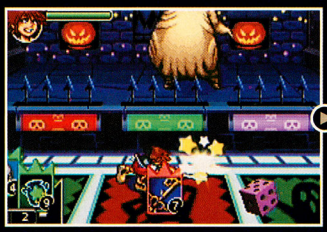


SUGGESTED CARD USE: Attack Cards (0, 4-9) / Any Magic Cards / Potion or Cure

OOGIE BOOGIE

HALLOWEEN TOWN

To damage Oogie Boogie, you'll need to lower the gates that protect him. Oogie will throw dice at you periodically. Hit one of them with a powerful attack card, remembering to reload your deck after each roll of the dice. If you make contact with the dice, the gates will lower a step. Mickey cards will save you time by lowering the gates fully. Once the gates are down, jump to the platform and attack.

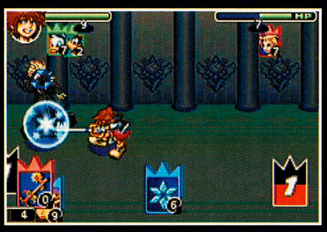


SUGGESTED CARD USE: Attack Cards (0, 5-9) / Any Magic Cards / Potion or Cure

LARXENA

CASTLE OBLIVION—F6

Larxena, another player in the conspiracy behind Castle Oblivion, will come out from the shadows ready for battle. High-level attack cards are your best bet against her. She has the ability to absorb your lightning attacks, and can dodge just about everything else when she's not reloading her deck. Move away when you see her setting up a sleight attack—she will freeze you and attack ferociously.



SUGGESTED CARD USE: Attack Cards (0, 5-9) / Blizzard, Cloud / Potion or Cure

URSULA

ATLANTICA

Physical attacks will cause Ursula's protective tentacles to lower, creating a short opportunity for you to hit her where she's vulnerable. Use the Mickey cards that Ursula randomly drops to force her to ground level, where you can whale on her with sleight attacks. Be sure to avoid the sea witch's bubble attack by using the dive move. If the bubbles hit you, you'll be afflicted with confusion.

SUGGESTED CARD USE: Attack Cards (0, 5-9) / Thunder, Cloud / Potion or Cure

RIKU

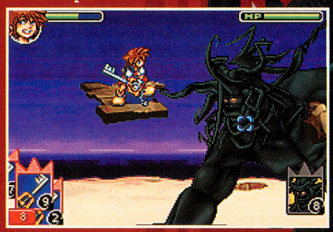
CASTLE OBLIVION-F7

You'll be forced into your first battle with Riku immediately after completing floor seven of Castle Oblivion. Cards like Donald and Cloud are not particularly effective against Riku. Equip a deck that consists of mostly high-level key cards and fire cards. Watch out for Riku's combo attacks—they will stun you for a brief time, leaving you open to his onslaught of attacks.

SUGGESTED CARD USE: Attack Cards (0, 6-9) / Fire / Potion or Cure

FROM HERE TO OBLIVION

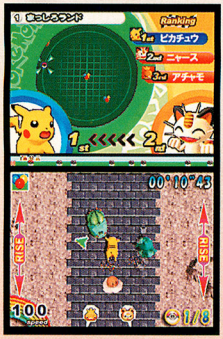
You've made it this far into Castle Oblivion, but there are plenty more stops on the trip down memory lane. Sora's adventures will reunite you with Peter Pan of Never Land, the Beast from Hollow Bastion and Winnie the Pooh in the 100 Acre Wood before you face the true fiends of the castle. But remember, nothing can be trusted—not even your memories.



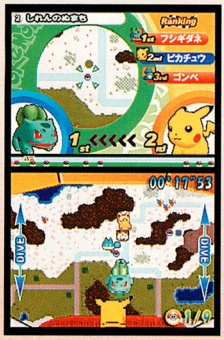
Pokécenter

We've got a trifecta of Pokémon news to report this month, including updates on the hotly anticipated Pokémon Dash for Nintendo DS and the new film!

DASH SPRINTS TOWARD RELEASE



You'll have to be quick with the stylus to hold the lead spot. Pikchu will run faster on level ground than on mud, ice or sand.



Once Pikachu grabs balloons, you can rise above the competition and soar to the next island checkpoint.

In last month's Pokécenter, we tantalized fans with a glimpse at the upcoming Nintendo DS racer, Pokémon Dash. We spent some hands-on time island-hopping with Pikachu and the gang, and have some juicy details about the game's finer points. For starters, Pokémon Dash makes full use of the DS's wireless capabilities and will allow up to six players to compete in heated checkpoint sprints over a multitude of environments with varying conditions and weather patterns. To surmount obstacles like ice, water and foliage, players can snatch Pads that will allow them to glide across water, zip through trees and more by using quick, sweeping stylus movements. Far-off destinations will require some fancy flying; you'll be carried aloft by a bundle of balloons, which you'll then pop for a speedy descent. Perhaps the most enticing feature, though, is the unlockable course system, which lets you plug in existing Pokémon GBA game paks to open new themed environments based on your Pokémon collection.

POKÉMON ☆

Pokémon ☆ cards recently burst onto the scene with the EX Team Rocket Returns expansion, and unlike Pokémon-ex, they carry no Prize-card penalty. Diligent Pokémon Trainers should take note—Pokémon ☆ cards are some of the hardest to catch, and appear only in booster packs. Only one Pokémon ☆ card can be played in your deck during a battle, even if you're lucky enough to possess more than one. Employ them in battle and send the competition reeling!

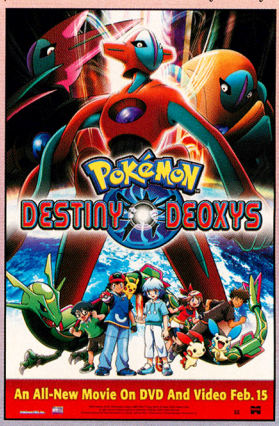
Mudkip ☆'s Whirlpool attack will strip an Energy card attached to the Defending Pokémon.

Turn up the heat with Torchic ☆'s Fireworks and Spring Back abilities.

Treecko ☆'s Spring Back attack will poison the Defending Pokémon and deal heavy hits.

FILM FLASH

Check next month's Pokécenter for the 411 on the February release of *Pokémon: Destiny Deoxys*....



DigiPen Institute of Technolog
Summer Workshops

...JOIN THE GAME!

DigiPen Institute of Technology, the leader in video game development education, is entering its eleventh year offering its popular two-week summer workshop programs.

Join other young aspiring game programmers, 3D animators, and computer engineers for an intensive, hands-on experience in one of the following workshops:

Video Game Programming - Levels 1, 2, 3
You play video games but have you ever thought about making one of your own? Learn the fundamentals of C/C++ programming, computer hardware theory, and the essential elements that go into games ranging from a side-scrolling shooter to a 3D ray-casting game.

3D Computer Animation - Levels 1, 2
3D computer animation technology has allowed artists to push the envelope of creativity in today's video games and computer animated feature films. Students are taught both the technical and creative processes that culminate in an animation of their own design.

Robotics - Level 1
Learn about the fundamentals behind autonomous robot action and interaction. As students learn about robot mechanics, electronics, and programming, lessons are reinforced with challenging robot missions.

Junior Workshop - Game Programming
This workshop is designed for middle school students enrolled in grade 5 through grade 7 to learn about the game development process. This hands-on workshop emphasizes the importance of core academic subjects such as math, science and art for young students.

Multiple start dates for 2005 Workshops are now available for registration:

June 13 **June 27** **July 11**
July 25 **August 8**

Contact DigiPen and join the game!

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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES FEBRUARY 2005

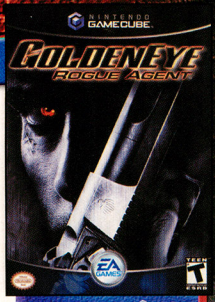
★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

GOLDENEYE: ROGUE AGENT

Steeped in Bond lore, EA's FPS explores the dark side of the superagent series.

An underworld war between two of the James Bond universe's most famous villains (Goldfinger and Dr. No), in which you take on the role of a rogue MI6 agent, sets the stage for eight long chapters of running and shooting through diabolically designed levels. When the enemies aren't hiding behind shields and gunning for you, they're triggering devices that are designed to freeze, smash or otherwise obliterate their targets. Of course, you can turn the tables on your foes and use the traps on them. You can also use weapons (two at a time) and the powers of your surgically implanted GoldenEye to ferret out and defeat Dr. No's army, and others who wish you harm. The GoldenEye powers, which allow you to see through barriers, jam weapons and fling foes, are useful, but nothing beats a good automatic weapon with a scope.

As was the case with Nintendo's N64 classic GoldenEye, EA's Rogue Agent shines in multiplayer action for up to four participants. The 20-plus arenas load up the game's second disc, and they're full of alcoves and dangerous areas that guarantee an active, action-packed experience.



- EA
- 1 to 4 players simultaneously
- 2 discs

5

ALAN ★★★

CHRIS ★★½

SCOTT ★★★★

STEVE ★★★

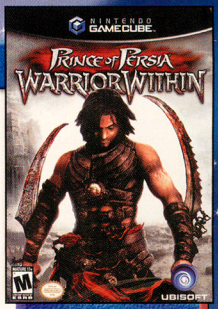
STEVEN ★★★

COMMENTS: **Scott**—If you like blasting baddies from now until Tuesday, Rogue Agent is your game. But if you're looking for the richer Bond experience we've come to expect from EA with stealth rewards, vehicle battles, gizmos galore and puzzle elements, you might want to stick with Everything or Nothing. **Steven**—A solid shooter, sure enough, though its claim to fame—the evil angle—translates into gameplay that's only slightly more wicked than standard FPS fare. The multiplayer mode suffers a blow from strangely slow movement and some arenas that are too small to avoid large blast effects.

Suggestive Themes
Violence

PRINCE OF PERSIA: WARRIOR WITHIN

Ubisoft's Prince finds new strength to hunt enemies and change his destiny.



- Ubisoft
- 1 player

21

ALAN
CHRIS
GEORGE
SCOTT
STEVE

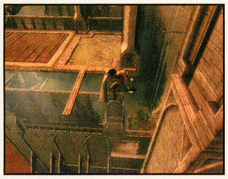
MATURE 17+
M
CONTENT RATED BY ESRB

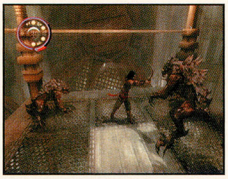
Blood and Gore
Intense Violence
Sexual Themes

Darker and more violent than last year's Prince of Persia: The Sands of Time, Warrior Within displays a strong focus on fighting, as evidenced by a long list of single- and double-weapon combat techniques. The prince isn't limited to using the game's 50 blades to battle the forces of Dahaka, either. He can fling himself at foes, vault over them, and spin and kick with fluid motion. Though daunting at first due to its complexity, the fighting system is liberating once you get the hang of it.

Warrior Within is also loaded with difficult environmental puzzles, which you can solve by running up walls, jumping, flipping and hanging from ledges. It's easy to fall into a bottomless pit on your first few tries at a puzzle, but strategically placed save points guarantee that you won't have to replay large sections to give the tough parts another attempt.

Brilliantly executed art and animation and expertly crafted dialogue support a story that has the prince rewinding, fast-forwarding and slowing down time in an effort to change his fate and save his life. Warrior Within is a genuinely compelling game that gives you a real sense of accomplishment as you complete levels.





COMMENTS: Scott—A bevy of attack combos spice up the fighting action in the second PoP of the modern era. Amazing graphics and smooth-as-silk play control are great, but where the game scores over most action adventures is with perfect pacing. Chris—The game isn't without its flaws, but there is so much to like that the flaws are easily overlooked. Steve—As promised, the battle system has been much improved, and the game looks absolutely stunning. I'm just not crazy about the hard rock soundtrack, and the darker attitude seems a bit out of place.

SUPER MARIO 64 DS

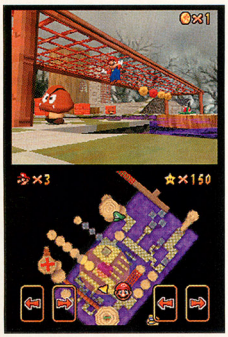
Loads of new features carry a classic to Nintendo's innovative handheld.

- Nintendo/128 Megabits
- 1 to 4 players simultaneously
- Single-Card Game Link

ALAN
CHRIS
GEORGE
SCOTT
STEVEN

EVERYONE
E
CONTENT RATED BY ESRB

There's a good reason that lots of players were determined to collect all 120 of Super Mario 64's Power Stars when the game launched the N64 system in 1996—it is really fun. The game was crammed with huge areas, hilarious creatures and missions aplenty. Plus, it was one of the first 3-D adventures to present a controllable camera that gives you the best view of the action at all times. The Nintendo DS reworking of the classic has even more great gameplay than the original, of course. Instead of playing the game strictly as Mario, you start as Yoshi and rotate between four characters, grabbing hats that allow you to switch from one character to the next instantly. This time, your ultimate goal is to collect 150 Power Stars, and you'll explore new areas in the process.



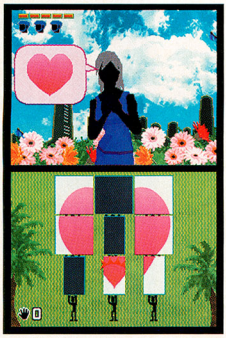
The DS's lower screen displays a map of the mission area. You can move your character by using the Control Pad or by leading him with the stylus on the map. All 36 minigames are touch-controlled, too. Multiplayer games (using a DS for each player, but only one game card) are timed battles for Power Stars. The basic game is familiar territory for a lot of old-school players, but the extras and DS-enabled special features will delight both those who remember the original title and those who are new to the adventure.

COMMENTS: Steven—With Yoshi, Luigi and Wario in the mix, and not just thrown in but integrated into gameplay, the game sets a high bar for DS-ifying N64 titles. Scott—The adventure is a sprawling platformer filled with Mr. Miyamoto's quirky secrets, and the multiplayer options and minigames in the Rec Room give you even more ways to play. Alan—The minigames alone are reason to buy this title.

FEEL THE MAGIC: XY/XX

"Rub it!" The DS gets warped with a psychedelic performance-art love story.

Sega's SonicTeam ran with the Nintendo DS's touch screen and voice recognition capabilities to create the most insanely creative playing experience on a handheld since WarioWare, Inc.: Mega Microgame$. Feel the Magic: XY/XX offers a generous selection of activities that center around the story of a guy trying to get the attention of a girl and keep her away from his rival. To make a good impression, the hero joins a performance group and partakes in a series of stunts, such as screaming down hills in a shopping cart and balancing a one-wheeled "monocycle" on a narrow path. You touch the lower screen to move objects out of the way of the carts and guide the cycle along the path. Better yet, you blow into the DS's microphone to snuff out giant candles, touch scorpions to pick them off your girl's back and rub squirming quicksand victims to make them crawl out of their hole.

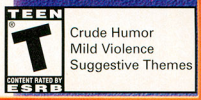


The artwork is like a late-'60s concert poster come to life—colorful backgrounds with stylized characters drawn in silhouette—and the soundtrack is hyperactive lounge music with English phrases spoken in Japanese accents; weird, wild and wonderful.

COMMENTS: **Alan**—It's a short game (and I mean really short) but so weird that you can't help but like it. **Steven**—Every gamer who complains about the industry's abandonment of insanely original games like Space Channel 5 and Samba di Amigo will officially lose their license to kvetch about it if they don't feel Sega's magic—it's a work of mad genius. **Chris**—The graphics may seem a little plain to some, but they are consistent and they serve the game very well. Other developers should take notice of how Feel the Magic integrates the different control methods so fluidly and gracefully.

- Sega/256 Megabits
- 1 player

ALAN ★★★★½
CHRIS ★★★★½
GEORGE ★★★★★
STEVE ★★★½
STEVEN ★★★★½



Crude Humor
Mild Violence
Suggestive Themes

KINGDOM HEARTS: CHAIN OF MEMORIES

Square Enix delivers a compelling blend of drama and Disney magic.

Square Enix's GBA-exclusive sequel to 2002's Disney-characters-meet-Final Fantasy hit is a vibrantly colorful adventure that tells a complex story using intriguing visuals and excellent dialogue. At its center, the game is more Square drama than Disney cuteness; more dark and mysterious than saccharin sweet. And the sight of classic Square-style character Sora summoning help from the likes of Goofy and Donald Duck while exploring the Disney-franchise worlds of Wonderland and Halloween Town (among others) creates a synergistic magic that adds atmosphere.

Gameplay is a mix of action-oriented exploration and card-based battle. Although your character wields a Keyblade and has the ability to call magic spells, all of his attacks are managed through a card system that has you sorting through icons in the heat of battle. If the card that you play has a value that is equal to or less than the value of your foe's card, the attack has no effect. It's part of a difficult juggling act that gets easier only after a lot of practice. Once you master battling, you can chain cards together for dazzling combos. Despite its complexities, Chain of Memories is a wondrous adventure that artfully combines two worlds and several play styles.

COMMENTS: **Steve**—The story is superb, the graphics and music are among the best on the GBA, and the concept is unique and interesting. **Scott**—You expect great animation and music from Square Enix, but you might not expect this level on your GBA. There's a lot of game here, too, even if it is a bit linear. **Steven**—I don't typically do Disney in my private time, but Kingdom Hearts thaws out my cold, cold heart with its Square Enix standard for storyline, plus its quirky battle system.

- Square Enix/256 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

CHRIS ★★★
GEORGE ★★★½
SCOTT ★★★★½
STEVE ★★★½
STEVEN ★★★½

Fantasy Violence
Mild Language

DRAGON BALL Z: BUDOKAI 2

- Atari
- 1 to 2 players simultaneously

2

TEEN T — Violence

CONTENT RATED BY ESRB

Not quite a button masher, but close, Dragon Ball Z: Budokai 2 is an easy-to-get-into one-on-one fighter that looks and plays much like its predecessor. In fact, you can import customized characters from the first game into the sequel. The Dragon World campaign mode lays out the overworld in a game-board-style format. You move Goku and an ally (your choice of six characters) into enemy confrontations, then have at it—not complex, but fun.

ALAN ★★★
CHRIS ★★★½
GEORGE ★★★
SCOTT ★★★
STEVE ★★

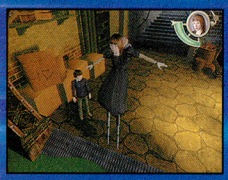
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS

- Activision
- 1 player

17

EVERYONE E — Mild Violence

CONTENT RATED BY ESRB



Inventive gameplay and a dark, illustrative art style make Activision's *Lemony Snicket* title a great game, independent of its tie-in with the big holiday movie release. By switching control between tinkerer Violet, know-it-all Klaus and their adventurous baby sister, Sunny, you must outwit curious Count Olaf (voiced by Jim Carrey). The puzzles are mainly simple item-finding exercises, but the pacing, variety and control are spot-on.

ALAN ★★★½
CHRIS ★★★
GEORGE ★★★★
SCOTT ★★★★
STEVEN ★★★½

MARIO PARTY 6

- Nintendo
- 1 to 4 players simultaneously
- Microphone compatible

5

EVERYONE E — Comic Mischief

CONTENT RATED BY ESRB

Although several character-based party games have cropped up over the years, nothing beats the kooky creativity and the plug-and-play simplicity of the Mario Party series. In addition to 80 new minigames, Mario Party 6 adds night-and-day board transformations and the use of a microphone in nine voice-activated trials. Six boards and four gameplay modes give players plenty of options and hours of non-stop partying.

ALAN ★★★½
CHRIS ★★★★
GEORGE ★★★★
STEVE ★★★½
STEVEN ★★★★

MIDWAY ARCADE TREASURES 2

- Midway
- 1 to 4 players simultaneously

4

MATURE 17+ M — Blood and Gore, Drug Reference, Intense Violence

CONTENT RATED BY ESRB

Sports (Arch Rivals and Cyberball 2072), fighting (Mortal Kombat II and Mortal Kombat 3) and racing (Championship Sprint and Hard Drivin') are all part of Midway's 20-game blast from the '80s and '90s, which is every bit as strong as the first collection. The games are presented in their original versions, with video interviews from the designers and programmers that reveal the story of making the games—a real gem for retro gamers.

ALAN ★★★★½
CHRIS ★★★
GEORGE ★★★★
STEVE ★★★½
STEVEN ★★★★

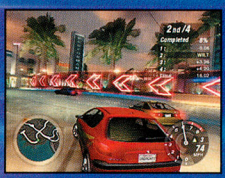
NEED FOR SPEED: UNDERGROUND 2

- EA
- 1 to 2 players simultaneously

7

EVERYONE E — Mild Lyrics, Suggestive Themes

CONTENT RATED BY ESRB



As Snoop Dogg's exclusive version of The Doors's "Riders on the Storm" plays, you cruise through nighttime city streets in search of racing events in EA's slick Underground sequel. Deeply immersed in tuner culture, the game allows you to refit any of 30 licensed cars with performance upgrades (tuner kits and tires among them) and specialty items (split hoods, trunk audio, etc.). An open format, great driving physics and stylized graphics contribute to a rewarding playing experience.

ALAN ★★★½
GEORGE ★★★★
SCOTT ★★★★
STEVE ★★★½
STEVEN ★★★★

SCALER

- Global Star Software
- 1 player

1

EVERYONE E — Cartoon Violence

CONTENT RATED BY ESRB

Full of chaotic energy, colorful graphics and a playful sense of humor, Scaler looks and plays like a Bizarro-world Spyro the Dragon game. In search of eggs and crystals, boy-turned-lizard Bobby "Scaler" Jenkins climbs, jumps and fights his way through 10 crazy environments, each one so packed with odd objects, it's often difficult to find the path. Although much of the action is standard platformer fare, sliding on vines is zany fun.

ALAN ★★★★
CHRIS ★★★½
GEORGE ★★★½
STEVE ★★
STEVEN ★★★½

SPIDER-MAN 2

- Activision/128 Megabits
- 1 player

EVERYONE — CONTENT RATED BY ESRB

Violence

Dazzling 3-D graphics and animation that show off the Nintendo DS's processing capabilities are front and center in Activision's Spider-Man 2 platformer. While you guide Spidey through 20 side-scrolling chapters that weave in and out of the movie's story, you use the bottom screen to select special moves or engage in touch-controlled activities during boss battles. The fights are fun, but quite difficult. Most missions have you searching high and low for scattered enemies or citizens in need, which can get unreasonably tricky in time-limited situations.

ALAN 3½ · CHRIS 3½ · GEORGE 4½ · SCOTT 4 · STEVEN 3½

SPRUNG

- Ubisoft/256 Megabits
- 1 player

TEEN — CONTENT RATED BY ESRB

Alcohol Reference
Crude Humor
Language
Sexual Themes

Great writing and a playful style make Ubisoft's mountain-lodge-set dating game salacious fun. You play a shy guy or girl on a quest for love, and engage in conversations with potential dates. Because the action is limited to selecting phrases or items from the bottom screen and watching your subject's reaction on the top screen, the pacing can seem slow, but the payoff is entertaining. Part of the fun is in discovering a character's reaction to your behavior. Since reactions are often unpredictable, you'll have to play through missions several times to reach your goals.

ALAN 4 · GEORGE 3½ · SCOTT 3½ · STEVE 3½ · STEVEN 4½

THE URBZ: SIMS IN THE CITY

- EA/256 Megabits
- 1 player

EVERYONE — CONTENT RATED BY ESRB

Crude Humor
Mild Violence
Suggestive Themes

Although the Nintendo DS version of The Urbz: Sims in the City is similar to its GBA counterpart, the two-screen edition adds key exclusive features that make it even more fun to earn a rep and save the day in Miniopolis. The touch screen affords easy access to a map of the city and several subscreens, and the new Splicer Island mission adds several touch-controlled minigames that revolve around a clever pet-creation scenario. Even after you've completed the missions, you'll enjoy the depth of developing relationships with Urbz and collecting a catalog full of items.

ALAN 4 · CHRIS 4 · GEORGE 4½ · STEVE 3½ · STEVEN 4

ASPHALT URBAN GT

- Ubisoft/256 Megabits
- 1 to 4 players simultaneously
- Multi-Card Game Link

EVERYONE — CONTENT RATED BY ESRB

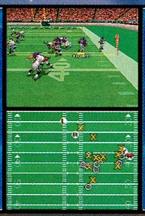
Offering a selection of licensed cars, such as the Hummer H2 and the Nissan 350 Z, along with a handful of fictional models, Asphalt Urban GT is a great-looking racer with lots of car-tuning possibilities. The nine racing locations, which include Las Vegas and Paris, are dramatically lit and loaded with intricate textures, making the surroundings so busy at times that it can be difficult to see the track. A full map of the course on the lower screen helps, but, unfortunately, the game does not utilize the lower screen's touch sensitivity.

ALAN 3 · CHRIS 4 · GEORGE 4½ · SCOTT 4 · STEVEN 4

MADDEN NFL 2005

- EA/128 Megabits
- 1 to 2 players simultaneously
- Multi-Card Game Link

EVERYONE — CONTENT RATED BY ESRB



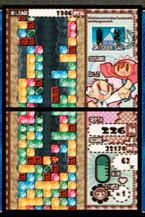
The first handheld Madden title to use 3-D graphics looks and runs great on the DS. The touch screen lets you select plays, call audibles and make route changes on the fly. While the play is unfolding, the lower screen shows Xs and Os, letting you see if receivers are in single or double coverage. Player control is as good as ever, offering a wide selection of moves. After you make a spectacular play, you can give it another look at any angle—close-up or far away—by using the game's touch-controlled replay system. It's another solid effort from the top name in the gridiron game.

ALAN 4 · CHRIS 3½ · GEORGE 5 · SCOTT 3½ · STEVEN 4

MR. DRILLER: DRILL SPIRITS

- Namco/128 Megabits
- 1 to 4 players simultaneously
- Multi-Card Game Link

EVERYONE — CONTENT RATED BY ESRB



Part color-matching puzzler, part antic-action game, Mr. Driller has you digging through blocks to reach a target depth, or escape a pursuing machine. After you destroy a block, the surroundings collapse, causing a landslide. If falling blocks match, they'll disappear, making it easier for you to move, but matches are more luck than skill. The DS's stacked screens display the depth of the hole. You can drill by use of the touch screen. However, it's much easier to use the Control Pad and buttons. The game is simple fun. Ironically, though, it's not incredibly deep.

ALAN 3½ · CHRIS 4½ · GEORGE 2 · STEVE 4 · STEVEN 3½

PING PALS

- THQ/64 Megabits
- 1 to 16 players simultaneously
- Single-Card Game Link
- Multi-Card Game Link

EVERYONE
E
CONTENT RATED BY ESRB

For fans of PictoChat who can't get enough of the DS's communication features, THQ's Ping Pals allows friends to exchange messages, pictures and items in 12 chat rooms. You can earn coins by playing simple minigames, then spend them on accessories for your chat room character. Special themed items are available on holidays and your birthday. The touch-screen keyboard is very small, almost ensuring that you'll make a few spelling mistakes as you peck for letters. Your friends won't mind, but minigames that ask for specific words are unforgiving.

ALAN
CHRIS
GEORGE
SCOTT
STEVEN

RIDGE RACER DS

- Namco/256 Megabits
- 1 to 4 players simultaneously
- Multi-Card Game Link
- Single-Card Game Link

EVERYONE
E
CONTENT RATED BY ESRB
Mild Suggestive Themes

Long considered one of the top arcade-style racing series, Ridge Racer speeds onto the DS with clear, crisp 3-D graphics, a pulsing techno soundtrack and an enthusiastic announcer who keeps track of your position. The Easy control setting uses the Control Pad for steering. Two advanced settings have you manipulating a steering wheel on the touch screen; it's hard to get the hang of, but ultimately very satisfying. As you careen around corners, your car skids into turns, making the default first-person view disorienting. The third-person view that doesn't turn with the car is better.

ALAN
GEORGE
SCOTT
STEVE
STEVEN

TIGER WOODS PGA TOUR 2005

- EA/256 Megabits
- 1 to 4 players simultaneously
- Multi-Card Game Link

EVERYONE
E
CONTENT RATED BY ESRB

By far the best handheld golf game to date, Tiger Woods PGA Tour 2005 for the DS is very impressive both in looks and in play. The upper screen displays a 3-D behind-the-golfer view of the game's six courses, while the lower screen shows an overhead view and a swing meter, which you must rub to activate. You can line up shots by using either the Control Pad or the touch screen, but the former method is more accurate for putting. As you win matches in the game's extensive Legends Tour, you can use your earnings to build your golfer's attributes—a great DS debut for Tiger.

ALAN
CHRIS
GEORGE
SCOTT
STEVEN

CABELA'S BIG GAME HUNTER: 2005 ADVENTURES

- Activision/32 Megabits
- 1 player

TEEN
T
CONTENT RATED BY ESRB
Violence

The second GBA title in the Cabela's Big Game Hunter series arms you with two rifles of your choice and a device that makes the sound of your target animal (moose, caribou, bear). An arrow points you to your prey in a forest environment. Once you track down the animal, you fire at will in a 2-D first-person-perspective view. The game has little in the way of tension and even less in the way of sportsmanship.

ALAN
CHRIS
GEORGE
STEVE
STEVEN

F/A 18F: SUPER HORNET

- Majesco/ Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Violence

With a story that concerns the start of the recent Middle East conflict, F/A 18F: Super Hornet is a from-the-cockpit-view flight simulator that has strong similarities to Majesco's 2001 flight sim, F-14 Tomcat. Basic controls are simple, but advanced flight and combat controls require thumb-and-index-finger gymnastics. Since manual landings are a real trick, you'll likely let the autopilot do the work.

ALAN
CHRIS
GEORGE
SCOTT
STEVE

GOLDEN NUGGET CASINO

- Majesco/32 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB

Confusing controls and a slow pace make Majesco's collection of casino games (blackjack, roulette, craps, slots and video poker) a trying experience. While you should be thinking about whether to hit on 15, you'll actually be wondering how to increase your bet or leave the table in the frustration of dealing with a difficult interface. If you can get past that, you'll enjoy the game's strong, detailed graphics.

ALAN
CHRIS
GEORGE
SCOTT
STEVE

HOT WHEELS: STUNT TRACK CHALLENGE

- THQ/64 Megabits
- 1 to 2 players alternating

EVERYONE E CONTENT RATED BY ESRB

The tracks and objects have low polygon counts, making them appear blocky, but the action moves at a good clip in THQ's latest Hot Wheels racer. Challenges range from winning races to pulling off stunts as part of a six-episode, 12-track competition in which you attempt to win the coveted gold car. As in other Hot Wheels titles, the stunts are fun but limited to spinning or flipping your car in the air.

CHRIS ★★★½
GEORGE ★★★½
SCOTT ★★★½
STEVE ★★★
STEVEN ★★★

METAL SLUG ADVANCE

- SNK/64 Megabits
- 1 player

TEEN T CONTENT RATED BY ESRB — Violence

Intense combat with cartoonish art has been a mainstay on the GBA thanks to Hip Interactive's CT Special Forces titles. SNK's Metal Slug series, which debuted on the Neo Geo in the mid '90s, adds to the mix with a new tough-as-nails 2-D battler that will have you gripping your GBA tightly. Though the game has only five main missions, its high difficulty and 100 collectible cards guarantee a long playing time.

ALAN ★★★★
CHRIS ★★★★
GEORGE ★★★★
STEVE ★★★★½
STEVEN ★★★★½

MONOPOLY

- Destination/32 Megabits
- 1 to 4 players alternating

EVERYONE E CONTENT RATED BY ESRB

Although the GBA interpretation of Monopoly allows you to manage your properties—review, mortgage, trade, build—at the start of each turn, it does not let you look at properties while pondering a purchase or an offered trade. Also, computer-controlled players are very predictable in the way they put up properties to auction and bid, making them easy to beat. The game looks good, but gameplay has big holes.

ALAN ★★★
CHRIS ★★★½
GEORGE ★★
SCOTT ★★★
STEVEN ★★★

PAC-MAN WORLD

- Destination/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB

Pac-Man explores bad guy Toc-Man's territory in an isometric-view platformer with lots of interactive objects and cool moves that play off of Pac-Man's round shape. Although the gameplay is removed from that of the franchise's arcade-game origins, it still has many reminders of the old days: power pellets, ghosts and fruit icons that you use to unlock doors. It's a great play from a classic gaming series.

CHRIS ★★★
GEORGE ★★★½
SCOTT ★★★½
STEVE ★★½
STEVEN ★★★½

SHREK 2: BEG FOR MERCY!

- Activision/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB — Cartoon Violence

The follow-up to last spring's GCN *Shrek 2* movie adaptation tells the same story from new angles (beginning with the hiring of Puss in Boots to battle Shrek), and the platforming gameplay is executed in the same straightforward style. Each character (Puss in Boots, Shrek and others) has fighting specialties and different adventuring skills. The variety keeps the game fun, but as whole, it feels like a retread.

ALAN ★★★
CHRIS ★★½
GEORGE ★★★½
STEVE ★★
STEVEN ★★½

SMASHING DRIVE

- Destination/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB — Violence

Faithfully reproducing the complex urban courses of 2002's GCN version, Smashing Drive for the GBA is a fast racer with lots of power-ups, ramps and shortcuts. Though the graphics are a tad cluttered and the animation is choppy at times, the overall production values are sound. Smashing Drive may not be on the top tier of the GBA's racing-game selection, but it offers a uniquely manic driving experience.

ALAN ★★
GEORGE ★★★½
SCOTT ★★½
STEVE ★★
STEVEN ★★★

TEXAS HOLD 'EM POKER

- Majesco/32 Megabits
- 1 player

EVERYONE — Simulated Gambling

Straightforward Texas Hold 'Em is the game in Majesco's bid to cash in on poker's current popularity. The no-frills graphic style and simple interface will appeal to serious poker players, but strict betting limits (which make it difficult to bluff), simplified AI players (who don't react when you do bluff) and a lack of variety will not. The game is good for short sessions, but not one that you'll spend hours playing.

ALAN ★★★
CHRIS ★★★½
GEORGE ★★★
STEVE ★★★
STEVEN ★★½

WORLD CHAMPIONSHIP POKER

- Crave/32 Megabits
- 1 to 4 players
- Single-Pak Game Link

EVERYONE — Simulated Gambling

Poker is the draw, but Crave's GBA gambler gives you the chance to bet on blackjack and slots, as well, in four fantasy-themed casinos. Big wins earn you "comps" (pictures of prizes) and the cash you need to enter tournaments. The poker play is solid, but the AI players are predictable. They rarely bluff and they put in all of their chips nearly every hand. It makes for a fast and exciting game, but it's not very realistic.

ALAN ★★★½
CHRIS ★★★½
GEORGE ★★★½
STEVE ★★½
STEVEN ★★★½

YU-GI-OH!: DESTINY BOARD TRAVELER

- Konami/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE

The incredibly popular Yu-Gi-Oh! GBA titles have managed to attract a large audience despite their complex rules and lack of in-game tutorials. Destiny Board Traveler continues the trend with a fusion of board-game and trading-card-game rules that most players will not understand until they read the manual thoroughly. On the positive side, you can choose from a dozen Yu-Gi-Oh! characters, and the production values are top notch.

ALAN ★★½
CHRIS ★★★
GEORGE ★★★
STEVE ★★★
STEVEN ★★★

KEY

GCN DS GBA 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
SCOTT:
STEVE:
STEVEN:

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The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD — Early Childhood
TEEN — Teen (13+)
ADULTS ONLY 18+ — Adult (18+)
EVERYONE — Everyone
MATURE 17+ — Mature (17+)
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VOLUME 188 — FEBRUARY 2005

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Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and books, or call our consumer service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 187 (Jan. '05)
Nintendo DS: Making Waves in Gaming, Metroid Prime 2 Echoes, Baten Kaitos: Eternal Wings and the Lost Ocean, Viewtiful Joe 2, Paper Mario: The Thousand-Year Door, Kirby & The Amazing Mirror, Final Fantasy I & II: Dawn of Souls, Donkey Kong Country 2, The Real Deal on Poker Sims, Power Previews, Resident Evil 4 Preview, GoldenEye: Rogue Agent Preview, Mario Party 6 Preview, Kingdom Hearts: Chain of Memories Preview, The Legend of Zelda: The Minish Cap Preview.

Volume 184 (Oct. '04)
Pokémon FireRed and LeafGreen Versions, Pikmin 2, Phantasy Star Online I & II Plus, Tales of Symphonia, Madden NFL 2005, Amazing Island, Astro Boy: Omega Factor, Second Sight Preview, Metroid Prime 2 Echoes Preview, SRS: Street Racing Syndicate Preview, Metroid: The Past Meets the Future, Donkey Konga, Power Previews, F-Zero—GP Legend Preview, Custom Robo Comic.

Volume 186 (Dec. '04)
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Volume 182 (Aug. '04)
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Starfoxy

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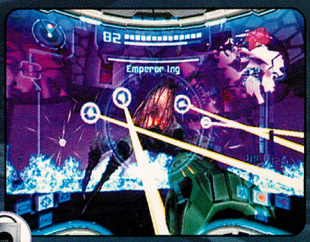

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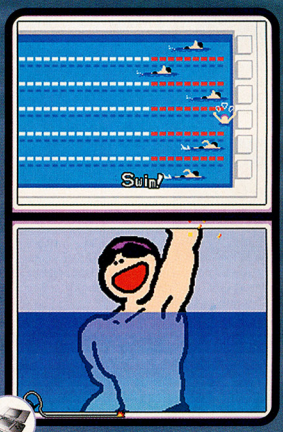

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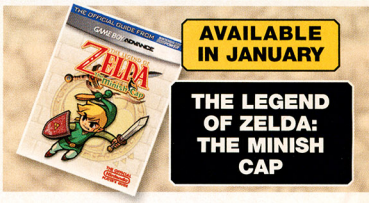

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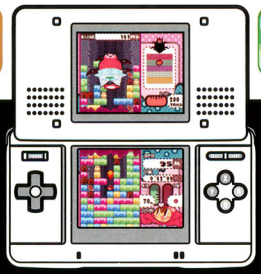

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